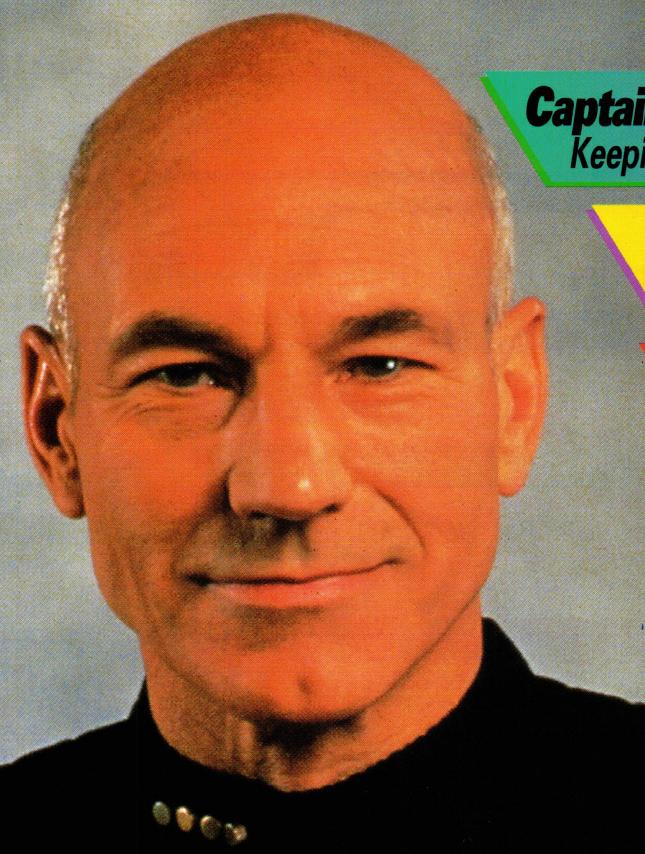
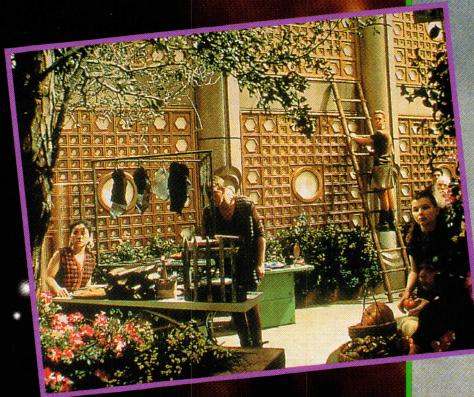


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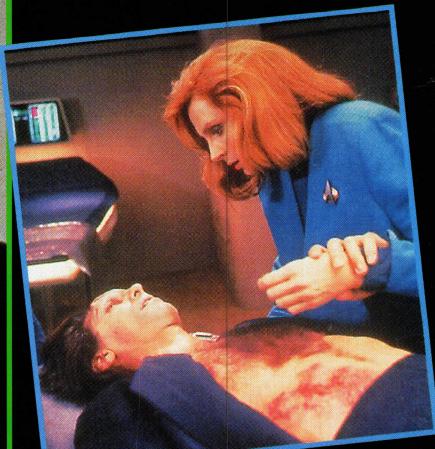


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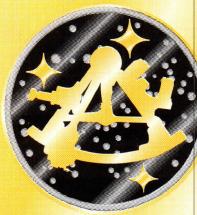
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CHARTING
THE GALAXY

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FILE 3 CARD 6A

CHARTING
THE GALAXY

DELTA QUADRANT

OCAMPA HOMeworld

CLASS-M PLANET

This is the fifth planet in the **Ocampa system**, and the first that the **U.S.S. Voyager NCC-74656** encounters after it is transported to the **Delta Quadrant**. The surface has been a barren desert since a race of explorers, known as the **Nacene**, accidentally devastated the ecology of the planet more than 1000 years before. This advanced species accepted responsibility, and decided that two of their number should stay behind to look after the short-lived indigenous humanoid population, the Ocampas.

The surface had become almost uninhabitable due to lack of water, so the two aliens, the **Caretaker** and **Suspiria**, created an underground city for the population, powered by an array in space. The Ocampas have lived there for more than 500 generations, with food and water provided for them. Huge screens display the surface as it once was. Members of the **Kazon-Ogla** later settled on the surface, and tried to penetrate the underground caverns of the Ocampas to gain access to the only water left on the planet, but the Caretaker protected the Ocampas with a forcefield.

FIRST VISITED: STARDATE 48315

STARSHIP LOG: 'CARETAKER'



The Ocampas live beneath the surface of their planet, away from the inhospitable conditions of the desert-like surface, on which the Kazon have built a base.

The U.S.S. VOYAGER crew and the Maquis join forces to explore the new planet to which the Caretaker has brought them.

UNNAMED PLANET

CLASS-M PLANET

Only weeks after its arrival in the **Delta Quadrant**, the **U.S.S. Voyager NCC-74656** feels the effects of a massive explosion from a nearby planet in orbit around a red dwarf star. Scans reveal that the planet is **Class-M**. Settlements are consistent with a civilized race, and conditions are Earth-like, with several large land masses and bodies of water. Construction of waterways and a global aqueduct system provide the means for successful agriculture. There is also a thriving commerce system, much like that found on 20th-century Earth, and based on a currency called **kelodas**.

Captain Janeway and **Lt. Tom Paris** beam down to what they learn later is the **Kalto** region, and learn that the inhabitants use a **polaric ion energy** system. This runs under every city and settlement, and is an immensely powerful energy source, but it is also unstable, and causes a global explosion that devastates the planet. Janeway and Paris find themselves mysteriously transported back one day in time, and learn that they may be the ones responsible for the explosion. After reversing the effect, the **Starfleet** officers find themselves back on Voyager. In this revised timeline, they do not visit the planet, and the explosion does not happen.

FIRST VISITED: UNRECORDED
STARSHIP LOG: 'TIME AND AGAIN'

► **Seventy thousand light years separates the two planets, but the Kalto society shows remarkable parallels with Earth in the 20th century; one similarity is protesters who objected to the use of nuclear fuel.**



VIDIIAN PLANETOID

CLASS-M PLANETOID

Scans show this **Class-M** planetoid to be rich in the **Trilithium crystals** important to starship propulsion systems; they appear to be located 20-30 kilometers underground. The away team that beams down from the **U.S.S. Voyager** finds that the planetoid is filled with subterranean caverns, and has a breathable, nitrogen-oxygen atmosphere. The rock faces all look to be made of the same elements, and the cave floor is sandy. On investigating the planet, **Neelix** detects organic energy coming from within the walls, and then finds a bioelectrical field about two meters behind the rock. The source of these readings turns out to be an organ-harvesting race called the **Vidiians**, who have hidden themselves in the planetoid using sophisticated cloaking devices. Neelix is ambushed by the Vidiians, who remove his lungs and transplant them into a member of their race.

FIRST VISITED: STARDATE 48532 STARSHIP LOG: 'PHAGE'

► **An away mission to an unnamed planetoid turns out to be a trap, set by the wily Vidiians. There are no trilithium crystals on the planetoid, and Neelix is ambushed; his lungs are stolen.**



The Guide to the STAR TREK Galaxy

FILE 3 CARD 6A



CHARTING
THE GALAXY



CHARTING
THE GALAXY

DELTA QUADRANT

BANEA

CLASS-M PLANET

This planet is populated by the humanoid **Baneans**, who are capable of space travel. They are at war with the neighboring **Numiri**, even though the two used to coexist on the same planet. The Baneans have strikingly elegant architecture, and their countryside is lush and verdant. This may be due to the weather often being wet, and prone to violent thunder storms. The Banean diet includes a drink called **Marob root tea**, and meat known as **rolk**. Some citizens smoke noxious weeds.

The race has a unique punishment for serious transgressions of the law: they extract memory engrams of the crime from the victim, and transfer them to the identified perpetrator, who must relive them once every 14 hours for the rest of their life. When **Ensign Harry Kim** and **Lt. Tom Paris** visit the planet to gain assistance in repairing the navigational array of the **U.S.S. Voyager NCC-74656**, Paris is arrested for the murder of **Tolen Ren**. It is later discovered that Tom was framed by a Numiri agent, who planted false engrams. The nightmarish process is reversed, and Lt. Paris is free to go.

FIRST VISITED: UNRECORDED **STARSHIP LOG:** 'EX POST FACTO'



 **The U.S.S. VOYAGER orbits Banea. This apparently peaceful world is at war with the nearby Numiri.**

SIKARIS

CLASS-M PLANET

The crew of the **U.S.S. Voyager NCC-74656** visit this Class-M planet for a spot of rest and relaxation. It is home to an advanced humanoid species who are renowned for their hospitality, and dedication to pleasurable pursuits. Their cities are constructed of a marble-like rock, and incorporate wide, open spaces. Flowers and artwork are everywhere; the planet **Deedestrus** produces an exquisite soft cloth made from flowers that bloom only in moonlight.

The **Sikarians** possess a sophisticated **transporter** device called a **spatial traector**; it is capable of folding space and instantly sending people vast distances, up to 40000 light years. Their laws, however, forbid the transfer of technology to other species. The technology can, in any case, only be used on Sikaris, as it relies on the composition of the planet, which has a mantle of tetrahedral quartz 20 meters thick; this crystalline structure amplifies the power needed to produce the traector field.

FIRST VISITED: STARDATE 48642 **STARSHIP LOG:** 'PRIME FACTORS'



 **The advanced Sikarians have developed transporter technology far beyond that of the United Federation of Planets, and can fold space to send their travelers across thousands of light years.**

VHNORI PLANETOID

CLASS-M PLANETOID

There are 246 elements known to **Federation** science, but **Captain Janeway** and her crew believe they have detected the 247th inside the ring system of a **Class-D** planet. An away team beams over to one of the asteroids, which supports a **Class-M** environment, to search for this new element. The inside of the asteroid comprises a cave system, and has cobweb-like material everywhere. Analysis reveals that this is an organic, bio-polymer residue, but not the source of the new element. A little further on, **B'Elanna Torres** discovers that the new element is emanating from 18 mummified humanoid bodies: 11 males, and seven females. From the posture of these dead bodies, Chakotay surmises that this is some sort of burial site. It is later discovered that the tomb is used by a **Class-5** humanoid race, the **Vhnori**, who practice a ceremony called the transference ritual. This sends their dead through spectral ruptures – which appear all over their atmosphere – into the **Next Emanation**. They believe that in this afterlife, they experience a higher state of consciousness, and are reunited with their dead relatives and loved ones. **Harry Kim** is accidentally beamed to their homeworld through one of these spectral ruptures.

It is unclear exactly where the Vhnori homeworld is located; it could be in another galaxy, time, or dimension, but their bodies appear on asteroids in the Delta Quadrant, where they are discovered by the **U.S.S. Voyager**. Here, the dead bodies release a neural energy; this makes a strange ambient electromagnetic field around a nearby planet, and may indeed be a kind of afterlife in which they continue to exist.

FIRST VISITED: STARDATE 48623

STARSHIP LOG: 'EMANATIONS'



 **Delta Quadrant asteroids have become vast floating tombs for the Vhnori.**

UNNAMED PLANET

CLASS-M PLANET

An away team are sent to the surface of this planet to collect much-needed food supplies. The dusty surface is covered in rocks and large boulders, although there is some vegetation. The away team discover trees that produce an apple-like fruit, but **Neelix** informs them it is poisonous. He points them in the direction of some more nutritious food – the **leola root** – but **Chakotay** finds that it tastes horrible. The climate of the planet appears temperate, but it is very hot, with a cloudless sky, meaning that much of the surface has a scorched appearance. The **Kazon** appear in low orbit and attack the away team; the **U.S.S. Voyager** crew later discover that **Seska** was sending traitorous messages to the Kazon while she claimed to be picking mushrooms in a cave.

FIRST VISITED: STARDATE 48658

STARSHIP LOG: 'STATE OF FLUX'



 **Replicators use much-needed energy, so the VOYAGER crew gather natural food sources from nearby planets.**



THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 4B



THE
KLINGON
EMPIRE

KLINGON DAY OF HONOR

The Klingon culture abounds in rituals, and the annual Day of Honor speaks to the heart of a Klingon warrior. It is a day to justify one's deeds and worthiness as a Klingon throughout the past year.

The Klingon Day of Honor is a time for Klingons to examine their behavior over the preceding year, to see if it measures up to the standard set by the greatest Klingon warrior of them all, **Kahless the Unforgettable**.

Proving honor

During this special day, a Klingon family traditionally serves freshly-made **blood pie**, which resembles a pumpkin-orange pudding with small, claw-like protrusions sticking up through the surface. This delicacy is served in a silver bowl, and may prove unappealing to non-Klingons tasting it for the first time.

The celebrating Klingon then retires to the **Caves of Kahless**, which are lit only by burning torches and candles, creating an appropriately moody atmosphere. There, he is greeted by an interrogator dressed in traditional warrior garb, who demands: "Qu'pla! What warrior goes there?" The Klingon celebrating his Day of Honor gives his name, and the interrogator replies, "Have you come to have your honor challenged? Are you willing to see the ceremony through to the end?"

The ceremony itself is a lengthy ordeal, beginning with the eating of a sanctified **targ**'s heart. This is presented to the warrior in small pieces on a platter.

To lend her Day of Honor ceremony authenticity, Torres recreates the Caves of Kahless on the holodeck of the U.S.S. VOYAGER.

The warrior is told, "Pak lohr," after which he takes a piece and devours it. It is believed that the heart of the targ brings courage to those who consume it.

After the warrior finishes off the heart, he drinks **mot'loch** from a chalice,



the **Grail of Kahless**. The beverage does not smell pleasant, but the warrior must drink it all. If unfamiliar with mot'loch, the Klingon might have trouble stomaching it. In consuming the mot'loch, the warrior drinks to the glory of

Kahless, hero and founder of the **Klingon Empire**. As the warrior drinks, the interrogator formally states: "Kahless defeated his enemies on the field of battle and built a mighty empire. How have you proven yourself worthy?"

Questioned

Whatever the warrior's reply, the interrogator will quiz him further, forcing him to justify his actions and prove his worthiness during his Day of Honor. If

RELUCTANT INITIATE

Painful history

B'Elanna Torres has often been at odds with her heritage, as she believes her Klingon temper is responsible for holding her back. The various ceremonies also remind her of when she was younger, and felt isolated growing up on an outpost where she and her mother were the only Klingons. There she would do everything she could to hide her distinctive forehead,

Neelix tries to encourage Torres to embrace her heritage by making her some Klingon blood pie.



such as wearing hats and scarves. Her father left home when she was just five, and she even blamed that on the fact that she looked like a Klingon.

On occasion, however, B'Elanna has had reason to be grateful for her inbuilt Klingon strength and aggression; being far away from anything Klingon has also helped to soften her attitude. Neelix's

With a little help from Neelix, Torres decides to give the Day of Honor a chance - starting with the pie.



gentle persuasion helps to convince her that the Day of Honor is worth trying, and as Torres gamely attempts the ritual in a holodeck program which recreates the Caves of Kahless.

Many Klingons raised among humans find it difficult to relate to the ancient customs of their race, but, as with the others, Torres will find her own way.

One of the first stages of the ritual is to drink a rather noxious beverage called mot'loch, from the Grail of Kahless.



▼ Torres is confronted by two holodeck Klingon warriors, and told to eat heart of targ as part of the Day of Honor ceremony. Despite finding the dish unappetizing, she forces herself to eat it.



THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 4B



THE
KLINGON
EMPIRE

KLINGON DAY OF HONOR



▲ The Klingons will not allow Torres to leave the ritual; she must fight her way out.

the answer does not satisfy the interrogator, he might decide that the warrior must endure a number of hardships. To test the warrior's mettle, he could be ordered to undergo the **Ritual of 20 Painstiks**, or forced to engage in combat with a master of the **bat'lath**. He might also be told to traverse the sulphur lagoons of **Gorath**.

No way out

It would be unheard of for a Klingon to refuse to do these tasks, and thus fail to prove his worthiness. In the rare instance where a warrior might try to leave the caves without finishing the ritual, he is told, "Not until you have completed the ceremony, **p'tahk!**"

To leave before facing the trials which have been set is to risk disgrace and dishonor, and becoming an outcast in Klingon society.

Nevertheless, some Klingons consider the Day of Honor an obscure ritual. One example is **Lt. B'Elanna Torres**, chief engineer of the **U.S.S. Voyager NCC-74656** – though this may have

less to do with the validity of the ritual itself than her internal conflict with her Klingon half.

Since becoming lost in the **Delta Quadrant** with the rest of the *Voyager* crew, B'Elanna has had time to ponder the rituals her mother taught her, and realizes that they do not seem as hateful as they did when she was younger. Perhaps being so far away from home and anything Klingon has triggered this change in perspective.

Day of frustration

Whatever the reason, the Klingon officer attempts to celebrate her Day of Honor in the traditional Klingon manner. Together with **Lt. Tom Paris**, she devises a suitable holoprogram to recreate the annual event.

Torres is tentative when beginning the ceremony, and when she is confronted by her interrogator, **Moklor**, her anxiety is all too apparent. She is determined to try, however, and eats the heart of targ and drinks the mot'lach, even though her revulsion is evident.

The next stage of the rite proves even more troublesome for Torres. When asked how she has proved herself worthy, she finds it difficult to answer. It is not that she lacks courage, but reconciling this Klingon world and its rituals with the life she now lives – a life which does not include any other members of her mother's race – is difficult for her. She finds it impossible to deny her Klingon side, but she also wishes

▼ When Torres refuses to continue with the ceremony and tries to leave the holodeck, the Klingon warriors block her exit and attack her with painstiks.

her way through the two Klingon warriors to leave the caves prematurely.

Most Klingons, however, appreciate the opportunity to prove their worthiness and test their courage, which the Day of Honor provides. Indeed, many look forward to this highly significant ceremony, and relish taking part in it.

LOVE AND HONOR

Redemption

One of the reasons that B'Elanna Torres finds she cannot face the Day of Honor is that, despite her tough manner, she would rather not participate than run the risk of failure. This is also symptomatic of her refusal to allow anyone to get close to her.

However, B'Elanna is forced to confront the choices she has made when she becomes stranded with Tom Paris. After an encounter with the Caatati, they are left floating in space in environmental suits that are running out of oxygen. It takes this dire situation

for Torres to admit that she does care about honor, and that she fears she will die without it. To redeem herself, she does something far harder than undergoing the Ritual of 20 Painstiks, or some other Klingon trial: she admits to Tom Paris that she loves him.

GALAXY FACTS

▲ Other Klingon ceremonies include the **Kot'baval Festival**, the **Klingon death ritual**, the **R'uustai**, and the **Age of Ascension**.

▲ Klingon painstiks resemble an electronic 'cattle prod.' According to Chief Miles O'Brien, one painstik can kill a two-ton Rectyne monopod.

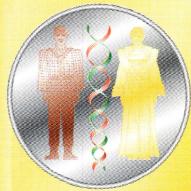
▲ Legend has it that **Kahless the Unforgettable** united the Klingon Empire after defeating the tyrant **Molor**.

▲ The Day of Honor goes from bad to worse for Torres. Stranded in space wearing an environmental suit that is leaking oxygen, she realizes that honor is about facing up to what is important to her – and that means **Lt. Paris**.



▲ Spinning helplessly in space, and believing she is about to die, Torres finally admits her feelings to the stunned Tom.





The Guide to the STAR TREK Galaxy

FILE 18 APPENDIX CARD 3



OTHER GROUPS
AND RACES

GAIA

OTHER GROUPS
AND RACES

Gaia is a verdant Class-M planet in the Gamma Quadrant. It is populated by settlers descended from crew members of the **U.S.S. Defiant NX-74205**, who were trapped on the planet after a powerful temporal anomaly threw their ship back in time.

In Stardate 50814, the crew of the **U.S.S. Defiant NX-74205** detect some unusual readings from an energy barrier surrounding a **Gamma Quadrant** planet. They decide to investigate the barrier's quantum fluctuations, and the possible adaptation of life to this energy, but the intensity of the field makes it hard for sensors or a probe to penetrate.

After some thought, and shield modifications, **Captain Benjamin Sisko** gives the order to break through the barrier. What the crew find behind it, on the planet surface, plunges

them into a tragic and insoluble dilemma.

The semitransparent energy barrier is clearly visible from space, evenly encompassing the whole of the **Class-M** world. It is white-gray in color, and of an even density throughout, shimmering lightly in places with golden energy.

Fertile planet

The color of the planetary surface below is distorted by the barrier, taking on a mottled purple, blue, and green effect. Once a ship passes through the barrier, large, blue oceans and gray-green land masses are revealed.

The power of the barrier

► The inhabitants of Gaia have used the planet's natural resources to fashion dwellings and entire villages out of wood and stone. The main square is a place for commerce and socializing.

is underestimated by the **Defiant** crew, and its electrical interference seriously damages the ship, throwing inertial dampers offline, and depolarizing the ship's gyro-magnetic stabilizers. These repairs will take at least two days to complete. The field also has a detrimental effect on **Odo**, sending him into a regenerative state.

The now-operational scanners reveal several settlements scattered across the planet's southern peninsula, inhabited by around 8000 life forms in

total. The population has sufficient technology to communicate with the **Defiant**; they are revealed as humanoid, and welcome the crew to the planet they have named **Gaia**.

'First' contact

The surface of the planet is covered in thick, green vegetation, suggesting plentiful rainfall and mild seasons. With its undulating hills leading to flat-topped mountain ranges, the soil is fertile and able to support the production



of crops. There appear to be regular strong winds on the surface; the settlement is situated at the bottom of a valley, and supplements its energy generator with around a dozen wind-powered turbines, built up the slope of one side of the valley.

The Gaians have built small villages, constructing low buildings out of the local brown stone. Wood is also used – to create trellises in the meeting square at the settlement's center, for example.

WORKING THE LAND

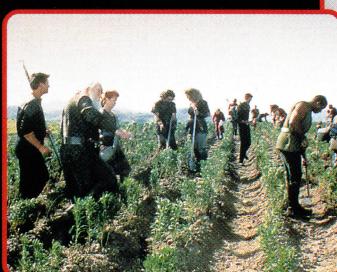
Peaceful coexistence

Under the leadership of successive Dax hosts, Gaia has become a self-sufficient and peaceful colony, concentrating on agriculture and livestock. **Miranda O'Brien**, a direct descendant of Chief O'Brien, is **Yedrin Dax's** partner, and the name **Molly**, taken from the Chief and **Keiko O'Brien's** daughter, is popular among the colonists.

The infrastructure of the settlement has expanded from the confines of the meeting hall, encompassing other villages outside the valley and around the southern peninsula on which they live, using sustainable power sources. The Klingon group prefers to live outside these settlements, but they nevertheless coexist peacefully with their fellow Gaians, occasionally visiting the villages in order to trade goods.

Aware of the fragility of their existence, **Yedrin** falsifies the surviving sensor information from the **U.S.S. Defiant** to guarantee the crash occurs to create their timeline. Sadly for the Gaians, their **Odo** has other plans.

► Once a year, the Gaian settlers celebrate 'planting day.' As the sun rises, they take to the fields and begin to plant the crops that will sustain them over the following months.



► Sisko and the other members of the DEFIAINT crew help the Gaian villagers on what will prove to be their final planting day. They work against the deadline of the setting sun.



Designation Gaia

Class M

Quadrant Gamma

Inhabitants U.S.S. DEFIAINT descendants

Environment

Standard gravity and atmospheric conditions. Capable of sustaining intensive agricultural activity.

Features

Gaia is surrounded by a powerful energy barrier, which prevents transportation off the planet. Before the arrival of the crew of the **U.S.S. DEFIAINT**, the planet was apparently home only to wildlife and vegetation.

Starship Log

STAR TREK: DEEP SPACE NINE
'Children Of Time'

► Miles O'Brien is determined to leave Gaia and return to his family, but the chief's resolve weakens when he talks to young Molly O'Brien on planting day.



GALAXY FACTS

Jadzia Dax takes Quark's image from the *Defiant*'s security logs and uses it in a program designed to teach the Gaian children about mathematics.

Among Worf's Klingon descendants are Brota, Parell, and Gabriel. Worf initially agrees to help the Klingons die an honorable death and thus enter Sto-Vo-Kor, rather than simply cease to exist when the *Defiant* passes back through the temporal anomaly.

As well as being a meeting area, this square serves a much more important purpose: it is the main nursery for the crops the colonists grow every year. They transplant the young, edible plants to the fields at the start of every season; when ready for harvesting at the end of the summer, these will have grown to over two meters tall. The arrival of an early spring encourages growth. The community concentrates on agriculture and animal husbandry, growing the food the thriving population

OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

APPENDIX 3

GAIA



OTHER GROUPS AND RACES



The meeting hall on Gaia is the planet's oldest building. It served as a shelter against the Gaian winter when the U.S.S. *DEFIANT* crew first landed on Gaia. All 48 survivors slept in the hall until other dwellings were able to be constructed.



needs, and tending to the livestock.

The Gaians' simple but colorful workclothes consist of a short-sleeved or sleeveless tunic under which is worn a lighter shirt and contrasting pants. The designs reflect the utilitarian approach of the settlers; as the seeding, planting, and nurturing of crops is carried out manually, there is little point in wearing ornate clothes.

Simple life

There are no artificial modes of transport on the planet, and the Gaians lead a hard-working, peaceful existence. This is not to say the settlement is without culture; there is a meeting room which

doubles as a school, and a fully-functional clinic, as well as a power generator, water pumping system, and replicator.

All of these facilities come courtesy of **Starfleet** technology, and more specifically from the crash site of the *U.S.S. Defiant*. The shocking truth is that this ship's crew were responsible for establishing the colony almost 200 years previously. Every person on Gaia is directly descended from them – a result of the energy barrier throwing the *Defiant* back in time when it attempted to leave Gaia after repairs.

This shared heritage also explains why the population has had the same leader for nearly two centuries.

The **Dax** symbiont survived the death of **Jadzia**'s body, and went on to be transplanted into the current colony representative, **Yedrin Dax**.

Klingon descendants

One faction of the population, mostly descended from **Commander Worf**, follows the warrior ways of the **Klingons**. Its members insist that all those who would share their lifestyle prove their worth. They prefer to hunt rather than farm, and trade their wares with the settlements.

Their apparel is fashioned to resemble Klingon design, and they have created their

Yedrin Dax feels a great responsibility to the other colonists, as it was Jadzia Dax who originally insisted that the U.S.S. **DEFIANT** make the diversion to Gaia.

CHILDREN OF TIME

New relationships

In 2173, 48 crew members survive the crash of the *U.S.S. Defiant* onto the surface of Gaia. Sadly, Major Kira Nerys dies from damage caused to her neural pathways by the energy barrier. Little is salvageable from the *Defiant* – one portable generator, a replicator, and a few phasers. As they have traveled back two centuries, the Bajoran wormhole has yet to be discovered, so the chances of rescue are negligible.

Crew members such as Chief O'Brien maintain hope of seeing their families again, but eventually, the stark reality of the situation leads the survivors into relationships with each other. Worf and Jadzia Dax are married, crewman Angie Kirby has children with Dr. Julian Bashir, and even O'Brien takes a new wife in Rita Turnbaum. The colony grows to support 8000 people.

A number of Gaian colonists, some not even directly descended from Worf, follow the ways of the Klingon warrior, and call themselves the Sons of Mogh. They are hunters rather than farmers.



Yedrin Dax proves the Gaian colonists are descended from the U.S.S. *DEFIANT* crew when he begins to relate a ribald anecdote involving Sisko and an exotic dancer on Pelios Station.



The Gaian Odo is finally able to reveal his feelings for Kira Nerys. He eradicates the Gaian colonists from history, to ensure that the major lives.

OTHER CARDS IN THIS FILE...

APPENDIX CARD 2:
THE MIRROR UNIVERSE

SEE OTHER FILES...

STAR TREK:
DEEP SPACE NINE.....File 70



U.S.S. ENTERPRISE NCC-1701

PERSONNEL

CREW UNDER CAPTAIN KIRK: 2260'S

CHEKOV



Chekow comes aboard the **U.S.S. Enterprise NCC-1701** as a fresh-faced young officer, perhaps over-enthusiastic to prove himself to **Captain Kirk** and **Mr. Spock**, both of whom he admires very much. Chekov is first seen on bridge duty on board the *Enterprise* under the

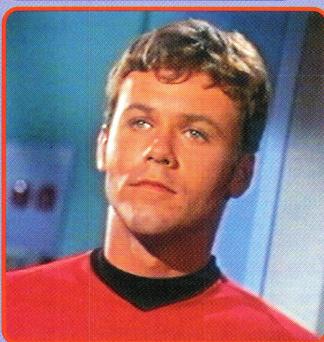
Chekov proves to be a reliable and versatile bridge officer. In particular, he learns a lot from Science Officer Spock.

command of **Assistant Chief Engineer DeSalle**, while Kirk, Spock, and **Dr. Leonard McCoy** are missing on **Pyris VII**; he mans the science station in Spock's absence. Chekov continues to serve throughout Kirk's command of the *Enterprise*, acting in some ways as a protégé to Spock; indeed, McCoy remarks, during a landing party mission to **Pollux IV**, that Chekov is even beginning to

sound like the ship's **Vulcan** first officer. Chekov's most common role on the bridge is as ship's navigator.

NAME: CHEKOV, PAVEL ANDREIEVICH
RANK: ENSIGN
FIRST SEEN: 2267
STARSHIP LOG: 'CATSPAW'

COMPTON



Compton is part of the landing party which answers the distress call from the planet **Scalos**. When the young officer is exposed to the contaminated **Scalosian** water on the planet's surface, he is **hyper-accelerated** to the level of the Scalosians, in order to be used as a mate. The acceleration process

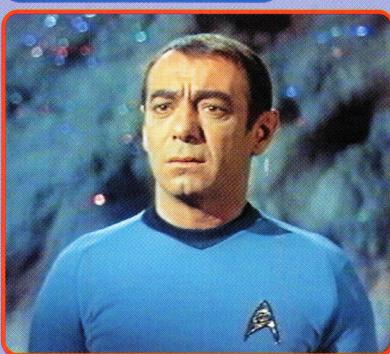
Compton is swiftly tempted by the Scalosians to adapt to their way of life, but he dies trying to save his captain.

quickly causes Compton to become passive and forget his **Starfleet** training; he tries to stop **Captain Kirk**, who has also been accelerated, from preventing the Scalosian sabotage of the **U.S.S. Enterprise NCC-1701**. Compton's loyalty resurfaces when his captain's life is threatened by one of the alien intruders. Unfortunately, Compton is injured by one of the Scalosians while leaping to Kirk's defense; in his accelerated form,

the smallest injury can prove fatal, and the unfortunate lieutenant's susceptibility to cellular damage causes his human body to rapidly age and die.

NAME: COMPTON
RANK: LIEUTENANT
FIRST SEEN: 2269
STARSHIP LOG: 'WINK OF AN EYE'

D'AMATO



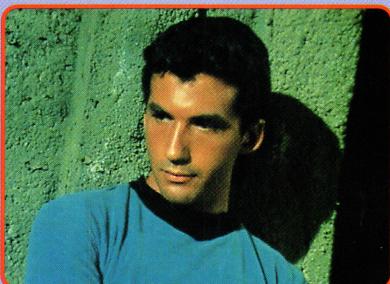
NAME: D'AMATO
RANK: LIEUTENANT
FIRST SEEN: 2266
STARSHIP LOG: 'THAT WHICH SURVIVES'

D'Amato is killed by the touch of Losira, a deadly computer-generated image of the last surviving Kalandan. Her touch causes the disruption of every single cell in his body.

D'Amato is part of the landing party from the **U.S.S. Enterprise NCC-1701** that becomes stranded on the **Kalandan Outpost** when the starship is thrown light years away from the planetoid, in 2269. D'Amato specializes in geology, and is assigned to the landing party to survey the unusual planet, the vegetation of which is extraordinarily evolved in

comparison with the age of the world. It is later discovered that the planet's landscape was artificially created by the long-dead **Kalandans**. D'Amato, however, perishes before this discovery – killed by contact with the computer-replicated image of the last surviving Kalandan, **Losira**. Her deadly touch kills by complete cellular disruption.

DARNELL



Darnell is a security officer on board the **U.S.S. Enterprise NCC-1701** in 2266. He is killed during a landing party mission to the **Planet M-113** by the **M-113 creature**. The last of its kind, the creature is a salt-sucking

Darnell is mesmerized by a beautiful blonde woman who appears before him; it is actually an image projected by the M-113 creature, which is intent on luring the unfortunate crewman to his death.

vampire, and can also change its shape, sometimes to assume the form of its victims – as it did in the case of **Crewman Green**. Darnell's death is not in vain, however, as his *Enterprise* colleagues are alerted to the

presence of the creature, thus preventing it from harming anyone else.

NAME: DARNEL
RANK: CREWMAN
STARSHIP LOG: 2266
STARSHIP LOG: 'THE MAN TRAP'





CREW UNDER CAPTAIN KIRK: 2260'S

DEHNER

The cool and professional **Dr. Elizabeth Dehner** is assigned to the *U.S.S. Enterprise NCC-1701* at the start of Captain Kirk's first



five-year mission. Dehner serves in **Chief Medical Officer Mark Piper's sickbay** as a ship's psychiatrist; it is her job to observe and analyze the reactions of the crew in emergency situations. Dehner's service on board the *Enterprise* is short-lived; very early on in Kirk's mission, the ship is struck by an unknown energy barrier which kills several crewmen and renders Dehner unconscious.

► **Dehner's latent ESP briefly places her above the rest of humanity, at the cost of her life.**

Dehner has a very high level of ESP and, along with **Lt. Gary Mitchell**, she eventually mutates into a godlike being. Captain Kirk decides to maroon the already powerful and dangerous Mitchell on the planetoid **Delta Vega**; Dehner joins Mitchell when he breaks free of his confinement, and creates a paradise setting for them both. Kirk defeats Mitchell with the aid of Dehner; she pitches her own power against the otherwise unbeatable Mitchell. This heroic act costs the

NAME: ELIZABETH DEHNER
RANK: DOCTOR
FIRST SEEN: 2267
STARSHIP LOG: 'WHERE NO MAN HAS GONE BEFORE'

doctor her life. Elizabeth Dehner's dying words to Kirk are: "You can't know what it's like to be almost a god." Kirk lists Dr. Dehner as having given her life in the performance of her duty.

DEPAUL

DePaul serves at the helm of the *U.S.S. Enterprise NCC-1701* under the command of Captain Kirk. He is on bridge



duty during the *Enterprise's* encounters with **Trelane** and, later, with the **Gorn**.

NAME: DEPAUL
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'THE SQUIRE OF GOTHO'; 'ARENA'

► **DePaul prepares for battle stations when the Gorn attacks the ship.**

DESALLE

DeSalle serves as a navigator under the command of **Captain Kirk** on the *U.S.S. Enterprise NCC-1701*. He is later transferred to the engineering department, and is promoted to serve as assistant chief engineer to **Chief Engineer Scott**. DeSalle is given command of the bridge on occasion, such as when Captain Kirk's landing party is missing on the planet **Pyris VII**.



NAME: DESALLE, VINCENT
RANK: LIEUTENANT
FIRST SEEN: 2267
STARSHIP LOG: 'ARENA'; 'THE SQUIRE OF GOTHO'; 'THIS SIDE OF PARADISE'; 'CATSPAW'

► **Lt. DeSalle takes command of the U.S.S. ENTERPRISE on Stardate 3018.**

DICKERSON

Dickerson is head of the security team assigned to the **transporter room** when the **Excalbian**-created Abraham Lincoln is beamed aboard. Dickerson does the presidential honors on the traditional Earth bos'n whistle.

NAME: DICKERSON
RANK: LIEUTENANT
FIRST SEEN: 2269
STARSHIP LOG: 'THE SAVAGE CURTAIN'

► **Dickerson, like the rest of Kirk's officers, is skeptical about the authenticity of the being who claims to be the long-dead Abraham Lincoln.**

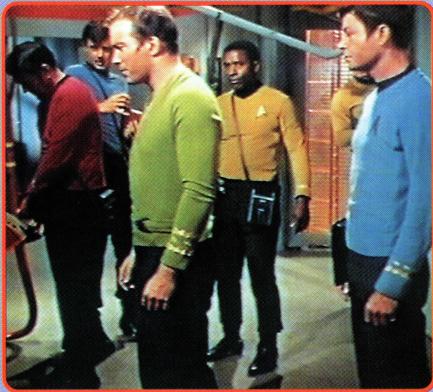


ELLIOT

Crewman Elliot is part of the damage control party sent over to the *U.S.S. Constellation NCC-1017*, after it has been crippled by the **planet killer**.

NAME: ELLIOT
RANK: CREWMAN
FIRST SEEN: 2267
STARSHIP LOG: 'THE DOOMSDAY MACHINE'

► **Elliot, wearing the gold shirt of the command division, assesses the damage aboard the CONSTELLATION. He starts by monitoring the radiation level of the starship.**

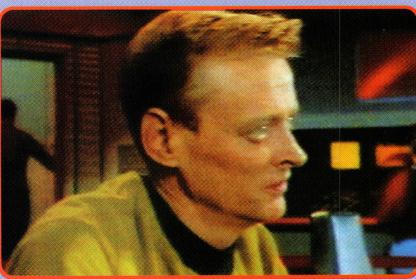


FARRELL

Lt. Farrell is assigned to the *U.S.S. Enterprise NCC-1701* early on in Kirk's first five-year mission. Farrell is on duty when **Harry Mudd** brings his cargo of women on board, all of whom dazzle the lieutenant. Farrell is also on the bridge when a duplicate of Kirk is created, and again when the captain and his landing party are trapped on **Miri's** planet.

NAME: FARRELL, JOHN
RANK: LIEUTENANT
FIRST SEEN: 2266
STARSHIP LOG: 'THE ENEMY WITHIN'; 'MUDD'S WOMEN'; 'MIRI'

► **Farrell enjoys his service on the ENTERPRISE, particularly when Harry Mudd's women come aboard.**



FILE 42 SPACE MACHINES, ARRAYS AND PROBES

'PUP'

In 2369, a probe of unknown origin emerges from the **Bajoran wormhole** and is towed toward **Deep Space Nine**. As well as an extensive computer capacity, the probe contains an inorganic life form that causes havoc when it is downloaded into the station's computers.

In Stardate 46925, a small probe of unknown **Gamma Quadrant** origin exits the **Bajoran wormhole** near the **Federation** space station **Deep Space Nine**. After it is towed to within five hundred meters of the station, it is determined that the probe is constructed of **corundum** alloy, and measures approximately 20 meters from top to bottom. Cylindrical in shape, the probe is rounded at both ends, and there is a flashing proximity beacon located on the top side. Antennas are attached to the probe at several places, and, although the probe's power source is unknown, there are what appear to be several solar panels attached to both sides of the probe at right angles. In addition, a number of access panels are located at various points on the rounded exterior hull.

Pup friction

Scans of the probe's interior reveal a complex, and somewhat perplexing, design. The probe contains no onboard communications system, and does not maintain a communications link with any vessel or planet, near or distant. The probe also lacks any scientific systems for sampling or analyzing data. In fact, it contains no scientific instruments at all. In contrast to this departure from the norm, scans reveal that the probe does contain an extensive computer array, with sufficient operational power to rival the main computer aboard a **Galaxy**-class starship.

High resolution scans also pinpoint the probe's computer memory nodes, but the probe's computer system does not contain any known subprocessor patterns. This means the system is incompatible with Federation and

Cardassian computers, making data transfer between the probe and *Deep Space Nine* problematic. However, once an adaptive link interface is established, the data contained in the probe is successfully downloaded into the station's main computer core.

Initial scans of the probe indicate that there are no organic life forms aboard, but it becomes apparent that there is indeed an unknown inorganic life form living within the data downloaded from it. Unknown to the crew of *Deep Space Nine*, this simple, software-based life form quickly takes up residence on the station and integrates itself into *Deep Space Nine*'s main computer, causing stationwide system failures; these range from annoyances to major problems.

Feeding off the station computer's active energy, the life form causes more and more trouble. The reason for this eventually becomes clear: it wants to keep the attention of **Chief O'Brien**. O'Brien likens the life form's craving for attention to that of a mischievous puppy he once owned.

In the doghouse

When the life form almost causes several fatalities aboard *Deep Space Nine*, albeit unintentionally, it becomes necessary to figure out a way to remove it from the station's memory core. O'Brien initially attempts to upload the data back into the probe's computer node, in the hope that the life form will follow the data stream back to its original home. When this fails, the chief designs what he calls a 'doghouse' for it – in other words, a place for it to go where it cannot cause any more harm.

O'Brien creates a subprogram called **Pup** in the memory of the main computer. This is



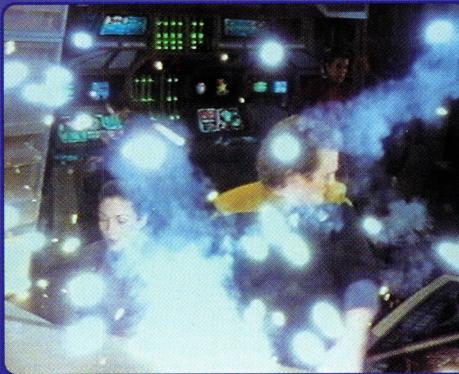
▲ The unknown probe is towed to within five hundred meters of DEEP SPACE NINE. Data is downloaded from it.

actually a series of bidirectional data transfer and monitoring commands that allow all backup computer functions to be rerouted through it, creating a 'virtual' computer that resides inside *Deep Space Nine*'s real main computer. When the probe command sequences are transferred out of the core memory and into Pup, the life form follows the data stream into its newly-created, virtual doghouse.

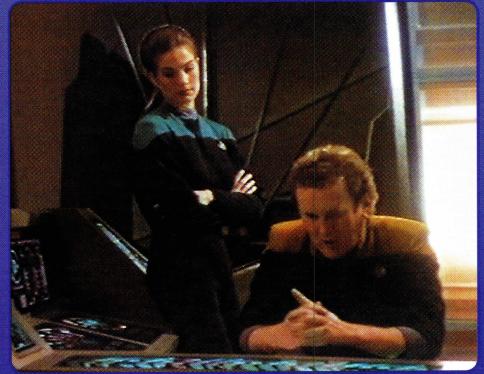
It is decided to allow the life form to remain in its new home as a permanent resident of the station, since it can cause no further system damage. O'Brien considers this to be the humane course of action, preserving life while avoiding any danger to the station and its inhabitants. O'Brien promises **Captain Benjamin Sisko** that he will give his new pet plenty of attention, while keeping it "off the 'furniture.'" The alien probe that brought the 'pup' to the **Alpha Quadrant** and *Deep Space Nine* is released, and allowed to continue on its journey to other destinations, but its origin remains a mystery.



▲ Chief Miles O'Brien tries to remove the inorganic life form from the station's computer memory core.



▲ The life form does not want to be removed from its new habitat, and begins to cause havoc on the station.



▲ Eventually, O'Brien feels he has no choice but to build a computer 'doghouse' for the entity he calls 'Pup'.

OTHER CARDS IN THIS FILE...

5 CYTHERIAN PROBE
11 D'ARSA ARCHIVE

SEE OTHER FILES...

DEEP SPACE NINEFile 27
STAR TREK:
DEEP SPACE NINEFile 70

'Pup'



FORE VIEW

The probe's two altitude control paddles help to guide it through space.

A flashing proximity beacon sits on the top of the 20-meter-long probe.

The corundum alloy outer hull of the probe features a number of access panels. The probe does not contain any scientific instrumentation, but it does have an extensive computer array.

▲ For security reasons, Captain Sisko does not want the probe taken into the station's docking ring.

Solar panels for energy collection extend at right angles from the base of the probe.



▲ Chief O'Brien compares the probe's life form to a puppy locked in a room, scratching at the door and trying to roam free.



▲ Dax does not recognize any known subprocessor patterns inside the mysterious probe, but it has enough computer capacity to run a GALAXY-class starship.



Picard & the Klingons

Captain Jean-Luc Picard becomes inextricably linked to the Klingon Empire through official diplomatic channels; however, his professional relationship with Lt. Commander Worf proves to be an equal test of his skill.

Captain Jean-Luc Picard's relationship with the Klingons is virtually unique for a human being. He is linked to the Klingon Empire as the **Arbiter of Succession**, and his continued ties to the Klingon government have meant that his dealings with their warrior ways continue throughout his career; indeed, Picard counts among his staff on the **U.S.S. Enterprise NCC-1701-D** the Klingon **Worf**, son of **Mogh**.

In the captain's recurring contact with the Klingons, it is possible to see something of the brash young cadet who once got into a fight with a trio of violent **Nausicaans**. He is resolute, willing to stand up to any challenges with which he is confronted, even if they are presented at the end of a **bat'leth**.

When the sons of Mogh are sentenced to execution

after their father is falsely accused of being a traitor to the Klingon Empire, Picard puts the *Enterprise* crew to work on clearing the Mogh family honor, and getting the *Enterprise*'s tactical officer back to his duties.

As a supportive commander, Picard makes it a point to join Worf in the **Klingon High Council** chambers as a character witness, and friend. He is aware that his presence as an outsider may offend the council, but he believes that Worf has the right to challenge the allegations against his father. In preparation, Picard studies the intricate details of familial station and disputes on **Qo'noS**.

In search of the truth

The treachery of **Duras** – whose father was the real traitor – becomes apparent when Worf's brother, **Kurn**, is seriously wounded in a trap set by the devious



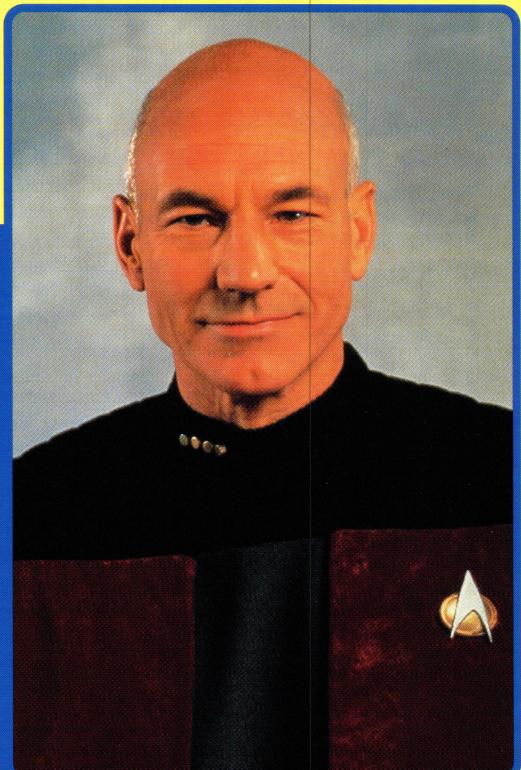
Human arbiter

The Klingon Chancellor, K'mpec, appoints Captain Jean-Luc Picard to be the Arbiter of Succession shortly before he is murdered by the scheming Duras.



A neutral advisor

The Federation special emissary to Qo'noS, K'Ehleyr, asks Captain Picard to share his views on the potentially volatile state of affairs within the Klingon Empire.



PROFILE OF A MEDIATOR

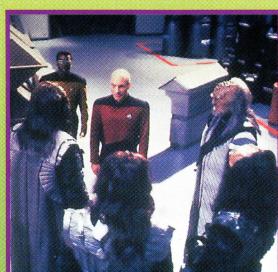
STATUS: Arbiter of Succession for the Klingon High Council.

KLINGON ASSOCIATES: Lt. Commander Worf [tactical officer on the *U.S.S. Enterprise*]; deceased Klingon Chancellor, K'mpec; Federation special emissary to the Klingons, K'Ehleyr; Chancellor Gowron.

KLINGON ENEMIES: The Duras sisters, Lursa and B'Etor.

INFLUENCE: Picard appoints Gowron as chancellor. By preventing the House of Duras from ruling the empire, he ultimately assures its security.

Captain Jean-Luc Picard is primarily a Starfleet officer, but when the late Klingon Chancellor, K'mpec, appoints him as Arbiter of Succession for the Klingon High Council, the captain finds himself in the unenviable position of making far-reaching decisions for an entire empire.



Diplomat

Klingon Ambassador Kell meets with Picard to discuss the revolt on Krios; little does the captain know that Kell is actually a Romulan conspirator.

Klingon. Far from being intimidated, Picard is honored to assume the position of **cha'Dich**, Worf's second, and sets about proving his worthiness by contacting Worf's childhood nurse, **Kahlest**, to gather evidence that Mogh was not the traitor.

The captain ventures into the Old City area of Qo'noS, armed only with a ritual Klingon blade, and a simple robe for disguise. Kahlest is impressed with his bravery when he is accosted by two Klingon assassins, and

decides, with Picard's encouragement, to do whatever she can for her former charge. Kahlest's presence forces the High Council to consider a compromise, and to spare Worf's and Kurn's lives.

Witnessing injustice

The captain is present when the council symbolically turn their backs on Worf, as he accepts discommendation to protect Duras. Picard urges Kurn to respect his brother's decision, and to remember

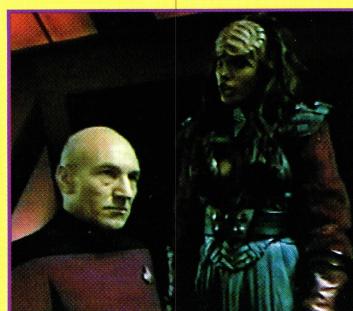


Persuasive

Captain Picard persuades Kahlest, Worf's nursemaid on Khitomer, to speak to the High Council on behalf of the sons of Mogh.



Picard & the Klingons



★ Resolute

Picard does not allow himself to be intimidated during any of his meetings with the Klingons.



★ High honor

Picard's Klingon officer, Lt. Worf, is shown honor and respect as he leaves the U.S.S. ENTERPRISE.

that Worf's actions have saved the empire from potential anarchy.

On **Stardate 44246**, Captain Picard begins perhaps his most trying association with the Klingon Empire, when the Klingon leader, **K'mpec**, names him as Arbiter of Succession. The empire is rife with political intrigue and treachery, and faces an important challenge to its unity when the chancellor finds out that he is dying, poisoned with **Veridium Six**. The man K'mpec

turns to for assistance is the most neutral party possible: Picard. He fully expects the captain to reach an unbiased decision, based on Klingon customs, as to who will succeed him as chancellor. Picard is put in a position where he cannot refuse the request; K'mpec cares little that this responsibility brings the captain into conflict with **Starfleet**'s oath.

Fair judge

Jean-Luc Picard, as a **Federation** mediator, puts all of his accrued skill to work to delay and encumber the succession process. In this way, he hopes that the weight of evidence will implicate Duras in the poisoning of K'mpec. When evidence also mounts that Duras has followed in his father's footsteps by betraying his people to the **Romulans**, Picard simply presents the evidence without judgment, and allows Klingon tradition to show up the traitor.

Neither does an unexpected incident involving the Federation special emissary to Qo'noS, **K'Ehleyr**, and Worf's relationship with her, tempt Picard to reveal what he knows about the treachery of Duras's father. He is not, however, blinded by his responsibilities; he walks a fine line between his duties as arbiter and a Starfleet officer. When K'Ehleyr is killed by Duras for discovering the truth, and Lt. Worf claims his legal right to vengeance, Picard sends **Commander Riker** and **Lt. Commander Data** to stop him.

They arrive too late to prevent Duras's murder, and Picard acts first and foremost as a captain by

"All of my instincts ... my training ... my very being as a Starfleet officer is at odds with my responsibilities as arbiter for the Klingon High Council." — Captain Picard

putting a demerit on Worf's record. He feels that although Worf acted within Klingon law, his behavior was incompatible with his duties as a Starfleet officer.

Picard continues his role as Arbiter of Succession when he finally names **Gowron** as the leader of the High Council. The Duras family challenges Gowron's right to leadership, producing an illegitimate heir to Duras: the young Klingon male **Toral**. The Duras sisters, **Lursa** and **B'Etor**, try to convince Picard to install Toral as chancellor, but Picard is too skilled a diplomat to be fooled by their insincere claims.

On dangerous ground

When the Duras sisters realize that they cannot sway the captain in private, they take the matter to the High Council. Since Gowron is a relative outsider to the power politics, many on the High Council choose to follow the young Toral, knowing full well that the Duras sisters will be the power behind the unproven warrior.

This puts Picard in the uncomfortable position of installing as chancellor a Klingon who does not have the full support of the council. Picard's obligations are not over, however, until Gowron undergoes the official induction ceremony. Once this is complete, the troubled captain withdraws to the *Enterprise* to contemplate the volatile situation on Qo'noS.

Even knowing that civil war is imminent, the captain expects his chief of security, Worf, to return to duty on the *Enterprise*; he is shocked when Worf instead resigns his Starfleet commission and joins Gowron's crew. Even when

Gowron's ship comes under attack, Picard feels he has no choice but to take the *Enterprise* a safe distance from the conflict.

Certain that the Romulans are the manipulating force behind the Duras faction, Picard sets his crew to devising a plan to detect cloaked **Romulan Warbirds** which may be crossing the **Neutral Zone** into Klingon territory.

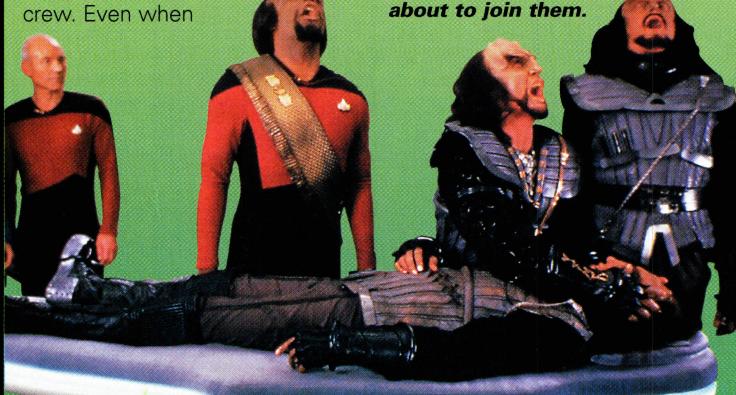
Maintaining the peace

The captain gathers a fleet of 20 ships to execute a **tachyon net**, and is ultimately successful in forcing the Romulans to cease their interference in the conflict. Without Romulan support, the threat of the **House of Duras** is diminished, and Picard renews the alliance between the Klingon Empire and the Federation for several years to come. The captain is also gratified when Worf's family honor is finally restored, at the beginning of 2368, by Chancellor Gowron, in gratitude for Worf's loyalty to the empire.

Lursa and B'Etor continue to be a thorn in Picard's side, and are ultimately responsible for the destruction of the *Enterprise* in the **Veridian system** in 2373 — although they lose their own lives in this fierce battle. It may not be the last time Picard comes face to face with members of the Klingon Empire, but, true to form, he will not let these unpleasant personal experiences obscure his duty and objectivity as a diplomat.

★ Witness

Picard has experienced and observed many Klingon rituals, such as the death cry that warns the souls in Sto-Vo-Kor that a new warrior is about to join them.



DANGEROUS TIMES

Personal risk

Captain Picard's Klingon association often involves a great deal of personal risk. He proves to be as loyal to his Klingon officer as Worf is to his captain, when Worf and his brother, Kurn, are sentenced to death by the High Council, for the supposed treason of their father, Mogh. Picard is attacked by two assassins while he searches for evidence to prove Mogh's innocence in the Klingon capital, but the captain admirably defends himself against the attackers, and succeeds in preventing the execution of Lt. Worf and his brother, Kurn.

▼ Fighting prowess

Klingons are physically more powerful than most humans, and pride themselves on their fighting prowess, but Picard's Starfleet training prepares him for a covert attack by Klingon assassins.



FILE 46 TRILL PERSONNEL

Ambassador Odan

The skills of this highly-respected Trill diplomat and peacebroker are put to the test when he is injured, and must make a surprising admission to Dr. Beverly Crusher, with whom he has become romantically involved.

Ambassador Odan is a confidant and very capable man. He introduces himself as the son of an eminent diplomat, and enjoys an equally successful career in the diplomatic service. Few people know that, as he is a joined Trill, they are seeing only the host part of a joined species; fewer still know that the first Ambassador Odan, the man most people believe to be the current ambassador's father, was actually the previous host of the same Trill symbiont.

Like father, like son

When the host body in which he was living died, Odan was transplanted into a new one. While this transfer is an accepted part of Trill society, other races sometimes find it difficult to cope with the level of change, which is why Odan finds it easier to continue his work as the 'son' of the ambassador.

When the conflict between the two moons of Peliar Zel first threatened

to erupt into open warfare in 2337, Odan was sent to try and avert bloodshed. He brought together the representative for **Alpha Moon**, a zealous young man named **Kalin Trose**, and the formidable woman who was the **Beta Moon** delegate. During the course of the talks, an assassination plot by an Alphan radical was thwarted by Kalin Trose.

Despite the heightened suspicions, Odan was able to convince the two delegates to trade places for a week, to gain a greater understanding of the problems facing the other side. The peace talks proceeded swiftly after that, and Odan is given credit for several generations of peace on Peliar Zel.

PROFILE ON ODAN

NAME: Odan

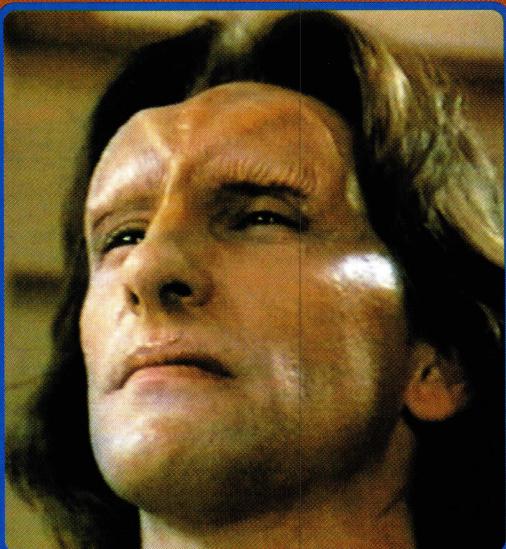
LIFE FORM: Trill symbiont

STATUS: Federation ambassador

HISTORY: Negotiated the original peace between Alpha Moon and Beta Moon of planet Peliar Zel in 2337.

ASSIGNMENT: Returns in 2367, posing as the son of the previous ambassador, to mediate in a dispute between the two colonies. Alpha Moon has developed an energy source that causes major environmental problems on Beta Moon.

FIRST SEEN: 'The Host' [TNG]



Ambassador Odan does not like to make it public knowledge that the Trill are a joined species, as other races can find the concept of the same being in a different body a confusing and difficult one with which to deal.

Sadly, like many diplomatic achievements, the treaty Odan negotiated could not last forever. In 2367, the people of Alpha Moon discover an energy source that causes major environmental problems on Beta Moon, but are unwilling to give it up. Unable to stem the

conflict, and fearing that the citizens will begin to take sides, Peliar Zel's **Governor Trion** asks for outside aid, and Odan is sent for once again. His experience and knowledge of the situation stand him in good stead, and both factions are more willing to accept a diplomatic envoy whom they believe to be the son of the famed former peacemaker.

Disaster strikes when Odan is attacked by the ship of an unidentified faction, and fatally injured. A symbiont cannot live long without a biological host, and the nearest available Trill will take more than 40 hours to arrive.

With the political situation so delicate, the symbiont is transplanted into a suitable and available

VARIOUS FACES OF LOVE

Attraction

Dr. Crusher falls completely for the charms of Ambassador Odan, despite knowing him for only a short period of time.



Insurmountable

When the Odan symbiont is transplanted into Kareel, a female, Beverly decides it is time to bow out of the relationship. Kareel is disappointed, but she does understand.

Inner turmoil

Dr. Crusher tries hard to overcome the conflicting emotions she feels after Odan is temporarily transplanted into the body of her crewmate and friend, Will Riker.



SEE OTHER FILES...

THE TRILLSFile 9

STAR TREK: THE NEXT GENERATIONFile 69

Ambassador Odan

"This body is just a host. I am that 'parasite.' That is what must survive."

— Ambassador Odan to Dr. Crusher

human host: **Commander Will Riker**, first officer of the **U.S.S. Enterprise NCC-1701-D**, the **Starfleet** vessel escorting Odan's shuttle.

This unique procedure is not without problems. Riker's white cell count becomes elevated, and his immune system tries to reject the transplant. This takes its toll on the commander. However, the measure allows Odan to survive and pursue a peace settlement to the dispute. He has some difficulty convincing the attending parties to accept his changed form, but once that hurdle is overcome, he is able to work toward defusing the renewed tensions.

Enduring love

The symbionts of this joined species appear very different, but Odan exhibits qualities that are not so far removed from human

beings. He is capable, for example, of falling deeply and intensely in love. His feelings for **Dr. Beverly Crusher** form over just a couple of weeks, during the *Enterprise's* trip to Peliar Zel, and survive his transplantation into two hosts in quick succession. He enjoys their intimacy, and wants to be near her; he simply wants to make her happy, and even wonders if she might leave Starfleet for him. Her initial shock at Odan's dual existence, and subsequent struggle to accept his presence in Riker's body, cause him great pain.

As a diplomat, Odan is a skilled listener, with a deep understanding of what motivates both sides. He is able to listen to what each party is saying and not saying. He is a gifted communicator, changing his words and tone to fit each situation. He is able to bring the divided factions to the negotiating table,

get them to accept a confusing set of identity changes, and finally reach an agreement, all by using measured words alone.

Self-assured and confidant, Ambassador Odan prepares thoroughly for each diplomatic encounter, but prefers to let instinct guide him through the actual negotiation process. His dedication is evident in his willingness to go on working, even while the rejection of the host's body causes him considerable pain and distress.

Rare dedication

By the time the negotiations conclude, Odan is at the point of collapse, but he continues to hold things together over the six hours taken to complete the final talks. His efforts, and those of Commander Riker, are not in vain, as a peace agreement is finally settled between the two moons, and a war averted.

Odan is a deeply ethical being. When he realizes that the medical assistance he is receiving is dam-



★ **Praise**
Ambassador Odan lets Captain Picard know how impressed he is with "Dr. Beverly."



★ **Reassurance**
Odan tells Governor Trion that he is confident he can once again bring an end to the hostilities.

aging Riker's body, he refuses it, despite the cost to himself. Given the choice between his survival and that of Will Riker, Odan insists that he be removed from the host, even though separation without an available new host might result in his death. Riker quickly recovers following the removal of the symbiont, but Odan's health is in serious jeopardy.

Dr. Crusher places Odan in temporary stasis, hoping he will survive until they are able to rendezvous with a Trill vessel. He is then successfully transplanted into a new host body, a young female named **Kareel**.

Being transplanted into a female host does not affect the depth of Odan's love for Beverly Crusher, but the change in circumstances means the doctor does not feel she can reciprocate in a relationship. For Odan, the changes are merely a biological function, but the Trill is compassionate enough to understand the doctor's confusion and desire to end their affair.

The **Federation** has little knowledge of the Trill race before the diplomatic mission to Peliar Zel, but there could be no better example from which to learn than Ambassador Odan. This joined creature displays qualities of love, dedication and ethical conduct that match the best that humanity has to offer, and the highest standards to which it aspires.

THE PERSON INSIDE

Skin deep

Ambassador Odan is brought to sickbay following injuries gained in an attack on his shuttlecraft. When Dr. Crusher examines him, she discovers that he harbors some kind of

parasite that is preventing his recovery. Odan informs her that the parasite is the 'real' him; the body is merely a host. It is how his species have survived for millennia; the

symbiont takes precedence and must be saved. The host dies, and Commander Riker volunteers to have Odan temporarily placed in his body. In this way, the ambassador can survive until a suitable Trill replacement host arrives, and the crucial peace talks can continue.

► **Emergency operation**
After the host body of the Trill dies, Dr. Crusher has to implant the symbiont into Riker as a temporary measure, while they wait for a suitable host to arrive from the Trill homeworld.

► **One body, two lives**
Dr. Crusher is shocked to learn that the Trill race is a joined species, with a symbiont living inside the humanoid host body.





Gul Dukat: Career

To some, Dukat is the proverbial bad penny, popping up again and again with new, self-advancing designs. To others, he is a hero, an ambitious Cardassian warrior who expertly adapts to face each new challenge.

In **Gul Dukat's** quest for ultimate power, he has been many things: soldier, freedom fighter, despot, **Prefect of Bajor**, outcast, pawn, father, and even ruler of the **Cardassian Union**. His success at each of these positions has varied, but one thing remains constant: his undiminished thirst for power and glory.

Prefect of Bajor

By 2362, Gul Dukat had risen to the position of Prefect of the Cardassian-occupied planet, Bajor. Operating from his command post aboard the space station **Terok Nor**, Dukat ruthlessly enforced brutal Cardassian policies. This led to several assassination attempts against him by Bajoran resistance fighters, all of which he was cunning – or lucky – enough to avoid.

Dukat was applauded by his superiors for his success in the post, but political changes on Cardassia resulted in the decision to end the occupation of Bajor in 2369. Against his wishes, Dukat is forced to turn over

control of **Terok Nor** to **Commander Benjamin Sisko** of the **Federation**.

In 2370, Gul Dukat returns to Cardassia, where his work is rewarded by a promotion to commander of the **Second Order**, a branch of the Cardassian military. His security ID number is listed as **ADL-40**. Nevertheless, he keeps watch over his former command, often intervening in Bajoran affairs to further his own interests and those of Cardassia.

Dukat's devious self-promotion is not always so successful. When he attempts to engineer the downfall of **Kotran Pa'Dar**, a long-time political rival, the plan backfires, and Dukat is revealed as the instigator of the failed plot. There is no immediate fallout, but the signs are there that even Dukat is politically vulnerable.

To the rescue

In 2372, Dukat organizes the rescue of Cardassia's ruling **Detapa Council** from a **Klingon** invasion force; the Klingons believe that the Cardassian leaders have been replaced by

GUL DUKAT'S CAREER

2362: Prefect of Bajor.

2370: Commander of the Second Order, a wing of the Cardassian military.

2372: Military advisor to the ruling Cardassian Detapa Council. Dukat is later discovered to have fathered an illegitimate half-Bajoran daughter, **Tora Ziyal**, during the occupation. As a result, he is demoted to commanding a small cargo vessel, the **Groumall**.

2373: Ruler of the Cardassian Union following an alliance with the Dominion. He is captured by the Federation, but escapes and allies himself with the pah-wraiths, the dark Bajoran spirits.



▲ Dukat's career has seen wildly-fluctuating fortunes, with as much failure as success shaping his destiny. The devious Cardassian, however, can always be relied upon to bounce back.

Dominion shapeshifters. In return for his loyalty, Dukat is named chief military advisor to the council. Once again, his star is ascending in the eyes of the union.

This does not last. Dukat suffers a major setback

when he discovers that his daughter, **Tora Ziyal**, long believed dead, is actually alive. Born of a union between Dukat and **Tora Naprem**, his Bajoran mistress, the child's existence causes a scandal.

This brings shame to his family, ultimately leading to his separation from them, and spells disaster for his career. The once-revered Dukat is reduced to commanding a small cargo vessel, the **Groumall**.

MIXED FORTUNES



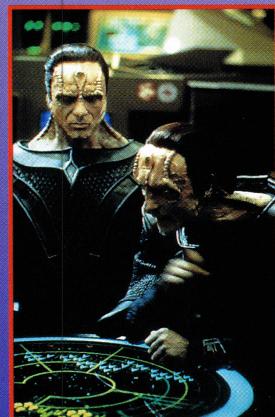
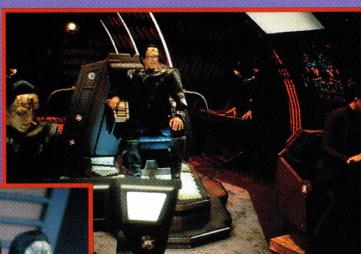
▲ After the withdrawal from **TEROK NOR**, Dukat often finds himself back aboard the station.

Until 2364, Dukat was aided in his role as Prefect of Bajor by Cardassian security chief **Thrax**.



Following a scandal, Dukat is given the demeaning command of a small cargo ship.

The fortunes of the ever-scheming Dukat turn once again.





Gul Dukat: Career



▲ *Dukat successfully tracks down Tora Ziyal, his half-Bajoran daughter, on Dozaria. He goes to the planet intending to kill her, but when they come face to face, he puts her life before his career.*



▲ *A surgically-altered Sisko and Odo help Gul Dukat uncover the Dominion infiltration into the Klingon Empire. Dukat later changes sides to ally with the shapeshifters.*



▲ *Dukat revels in the retaking of TEROK NOR. As far as he is concerned, he is solely responsible for the change in Cardassia's fortunes; the union's newfound success owes little to the aid of the Dominion.*

Dukat once more displays his ability to bounce back when he manages to capture a **Klingon Bird-of-Prey** while commanding the *Groumall*. This display of strategic acumen gains him favor within the Detapa Council, who offer him his old position back.

Dukat refuses, however, when the council forbids him from engaging in any further combat against the Klingons. He elects instead to carry the war to the Klingons, becoming a rogue Cardassian freedom fighter.

This gains him popularity with many Cardassians, who yearn for the days when their world was an important military force.

Career pinnacle

Always the consummate opportunist, Dukat uses this groundswell of opinion to his advantage. He will stop at nothing in order to fulfill his ambitions, and is prepared to ally himself with anyone if he can gain something from it. To this end, in 2373, Dukat enters into secret negotiations with the Dominion

to allow them to use Cardassia as a base in the **Alpha Quadrant** – under the condition that he is made ruler of Cardassia. Dukat is hailed as a hero for making his world strong again, but the pact undermines the entire quadrant; the Dominion enjoys a highly successful campaign, and their victories include the retaking of the space station *Terok Nor*.

In 2373, with the war against the Federation and its allies nearing a major turning point, Dukat makes a series of tactical errors. He

DOMINION ALLIANCE

Rise to power

Arguably, Dukat's most audacious power play occurs in 2373, when he enters into a strategic alliance with the Gamma Quadrant's Dominion. This is on condition that he is made ruler of Cardassia when his race becomes the Dominion's first Alpha Quadrant member. The alliance results in a return to prominence for Dukat, who is heralded as the savior of the Cardassian Union; his victories even include the temporary retaking of *Terok Nor*. A statue of Dukat, erected in the gateway to the Imperial Plaza on Cardassia Prime, cements his rise to the highest office.



Ruthless

Gul Dukat has no qualms about entering into an alliance with the Dominion if it leads to his personal advancement.

underestimates the tenacity of the Alpha Quadrant coalition against him, and neglects the potential threat posed by the Bajoran **Prophets**, the mysterious aliens that dwell within the near-by wormhole. As a result, the Dominion and Cardassian forces suffer a disastrous setback, and Dukat is forced to abandon *Terok Nor* to the Federation only months after resuming control.

In an even more bitter blow, his beloved daughter, Ziyal, dies at the hands of his trusted aide, **Damar**. His sanity affected by this staggering turn of events, Dukat makes no effort to flee along with the rest of the occupying force, and is captured, ultimately to face a war crimes tribunal held by the Federation.

Pawn of the pah-wraiths

Dukat is plunged into despair, but still he defies the odds. After escaping from Federation custody, he enters into another unholy alliance. Consumed with a desire for revenge over his daughter's death, and spiralling into madness, Dukat allows himself to become the vessel of the **pah-wraiths**, dark beings from Bajoran legend.

His actions are initially perceived as futile, but Dukat's plans result in the death of **Jadzia Dax**, science officer of **Deep Space Nine**, and the closure of the Bajoran wormhole. This seriously weakens the spiritual core of the Bajorans, as it separates them from their gods. The wormhole is eventually reopened by Sisko, in his role as the **Emissary**, but Dukat's actions nonetheless swing the war back in the Dominion's favor.

Dukat has always shown a remarkable tenacity. He fell to his lowest ebb following the death of Ziyal and the loss of *Terok Nor*, but this deluded megalomaniac will undoubtedly prove ever more dangerous as he continues his quest for power and vengeance.

"The true victory is making your enemy see that they were wrong to ever oppose you in the first place ... to force them to acknowledge your greatness."

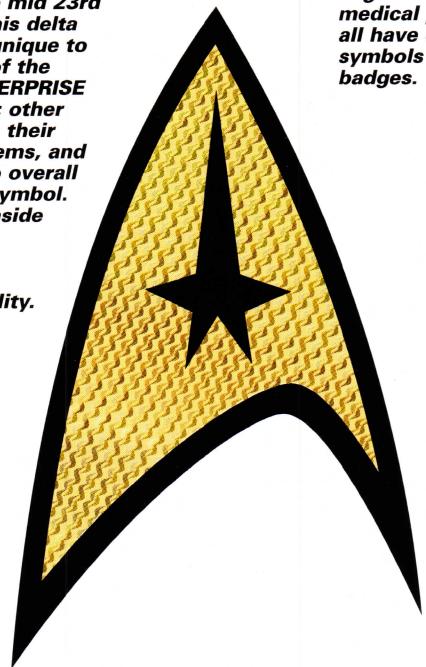
— Dukat to Weyoun

Starfleet Insignia

In the 23rd century, each starship has its own unique insignia. The delta shape used by the *U.S.S. Enterprise NCC-1701* eventually becomes the Starfleet standard for all ships and ranks, and even appears in a number of alternate timelines.

MID 23rd CENTURY

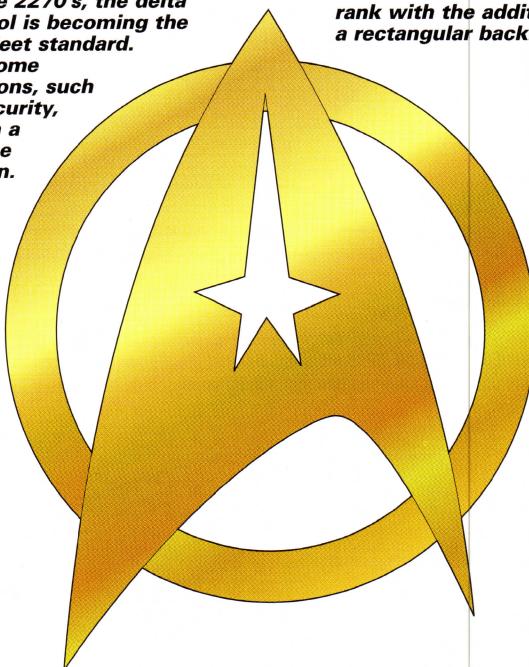
During the mid 23rd century, this delta design is unique to the crew of the *U.S.S. ENTERPRISE NCC-1701*; other ships have their own emblems, and there is no overall Starfleet symbol. The star inside this badge indicates command responsibility.



During this time period, science, engineering, and medical personnel all have different symbols on their badges.

LATE 23rd CENTURY

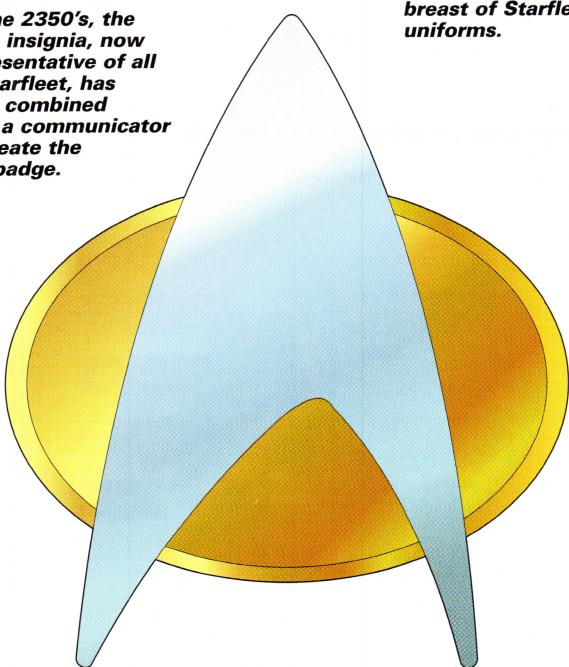
By the 2270's, the delta symbol is becoming the Starfleet standard. But some divisions, such as security, retain a unique design.



Enlisted crew wear this badge alone; flag and line officers denote their rank with the addition of a rectangular backing.

MID 24th CENTURY

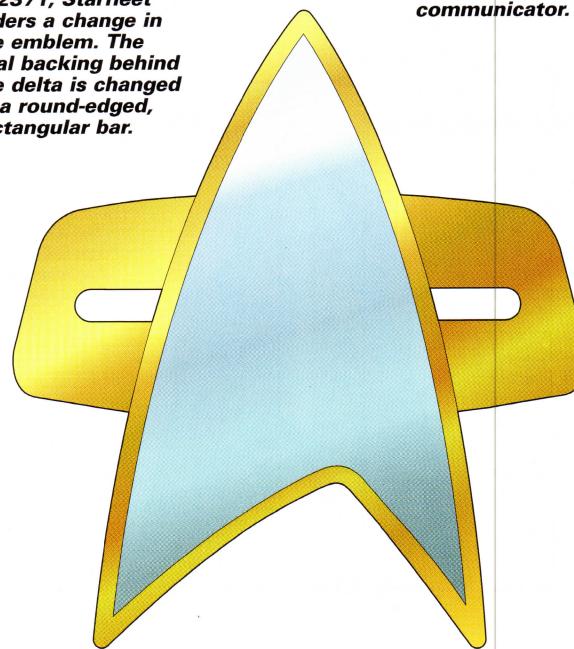
By the 2350's, the delta insignia, now representative of all of Starfleet, has been combined with a communicator to create the combadge.



This pin-on device is worn on the left breast of Starfleet uniforms.

LATE 24th CENTURY

In 2371, Starfleet orders a change in the emblem. The oval backing behind the delta is changed to a round-edged, rectangular bar.



Like its predecessor, this pin-on badge incorporates a communicator.



Starfleet Insignia: Alternate Timelines

TERRAN EMPIRE

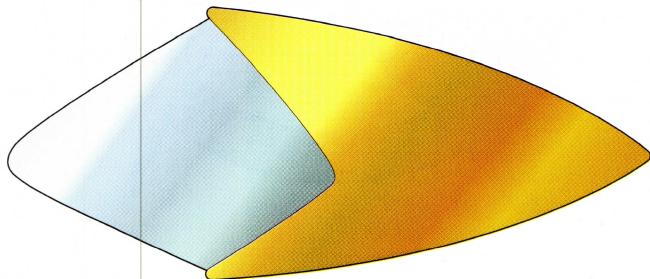
In the mirror universe, the Federation does not exist, and the ruthless Terran Empire rules the Galaxy. During the 23rd century of this parallel timeline, this insignia is worn by Terran Empire officers such as Mr. Spock.



In the mirror universe, Starfleet has never existed and, consequently, the badge of the I.S.S. ENTERPRISE crew bears little relation to the insignia worn by their primary universe counterparts.

29TH CENTURY

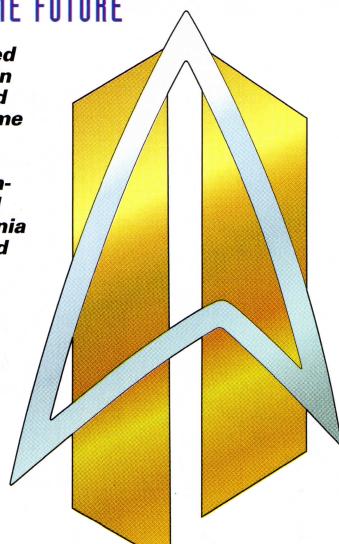
A distortion in the spacetime matrix sends a 29th-century FEDERATION TIMESHIP on an unscheduled journey into the past. Captain Braxton wears this badge over his left breast.



The 29th-century Starfleet insignia appears to have modified the delta design, laying it on its side and adding a silver diamond that fits into its base.

Q'S ANTI-TIME FUTURE

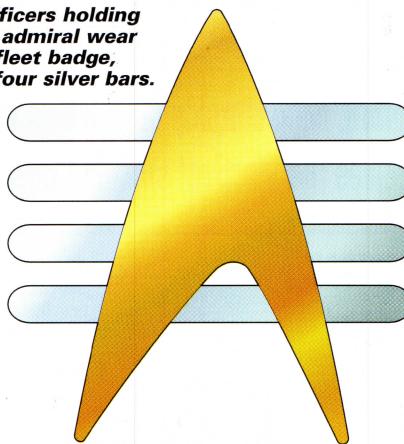
The entity called Q sends Captain Jean-Luc Picard into the anti-time future of 2395. The Starfleet officers encountered by Picard wear this insignia on the left-hand breast of their uniform.



In the future presented by Q, the Starfleet symbol still features the familiar delta.

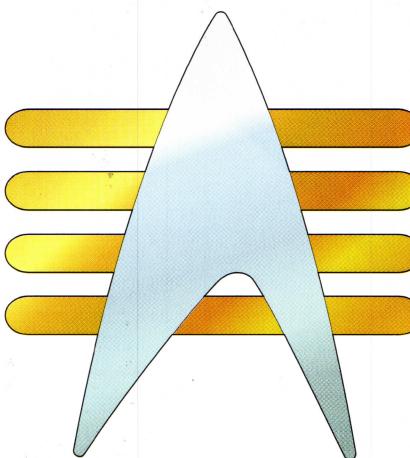
'FUTURE IMPERFECT': ADMIRAL'S BADGE

Starfleet officers holding the rank of admiral wear a gold Starfleet badge, backed by four silver bars.



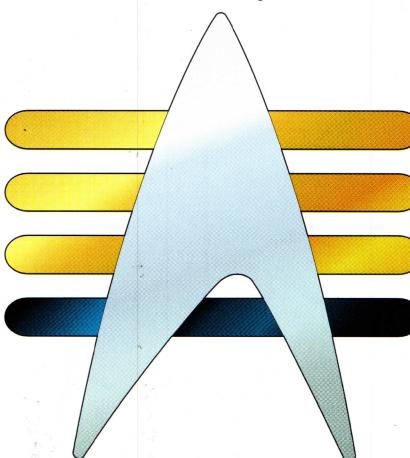
In 2367, Commander William Riker experiences a holographic reality that is presented to him as his future: the year 2383. There he meets 'Admiral' Jean-Luc Picard, who wears this version of the Starfleet insignia.

'FUTURE IMPERFECT': LINE OFFICERS



In the imaginary future of 2383, Dr. Beverly Crusher wears this version of the Starfleet insignia.

The Starfleet officers of Barash's holographic fantasy world appear to wear Starfleet badges that have incorporated rank signage. The officers' ranks are indicated by the color of the parallel bars that back the delta shape.



In the imaginary future of 2383, Data is Riker's first officer on the U.S.S. ENTERPRISE. He wears this Starfleet insignia.

FILE 68 STAR TREK: The Original Series



STAR TREK: The Original Series

A-Z Episode Guide Part 1

'THE CAGE'

FILE 67 CARD 1

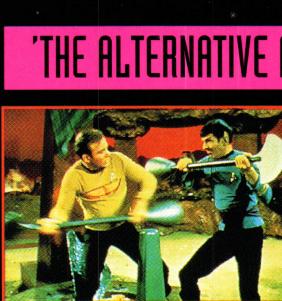


Captain Christopher Pike, James Kirk's predecessor on the **U.S.S. Enterprise**, is lured into the secret underground world of the mind-reading **Talosians**.

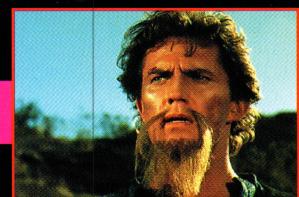


'ALL OUR YESTERDAYS'

FILE 68 CARD 77



Kirk, Spock, and McCoy are accidentally sent back into the past of the planet **Sarpeidon**, which is about to be engulfed by the explosion of its sun.



'THE ALTERNATIVE FACTOR'

FILE 68 CARD 19



The **U.S.S. Enterprise** crew encounter a madman named **Lazarus**, who wishes to destroy his own duplicate from a parallel universe.



'AMOK TIME'

FILE 68 CARD 33



Spock will die unless he undergoes the **Vulcan** mating ritual of **Pon farr**. He returns to Vulcan for a prearranged marriage with the beautiful **T'Pring**.



'AND THE CHILDREN SHALL LEAD'

FILE 68 CARD 59



A group of children, who have fallen under the control of an evil entity named **Gorgan**, threaten to take control of the **U.S.S. Enterprise**.

'THE APPLE'

FILE 68 CARD 37



An ancient computer named **Vaal** enslaves the inhabitants of the paradise planet **Gamma Trianguli VI**, keeping them in a state of ignorance about love and death.



'ARENA'

FILE 68 CARD 18



A powerful race known as the **Metrons** force **Captain Kirk** into a fight to the death with an alien being they call the **Gorn**.



'ASSIGNMENT EARTH'

FILE 68 CARD 54



While traveling back in time to the Earth of 1968, the **U.S.S. Enterprise** intercepts a humanoid named **Gary Seven**, who appears to be attempting to alter time.



'BALANCE OF TERROR'

FILE 68 CARD 8



After years of peace, the **Romulans** return in order to test the **Federation's** resolve. Captain James Kirk must find a cloaked Romulan ship in order to prevent a war.



'BREAD AND CIRCUSES'

FILE 68 CARD 42



A rescue mission sends the **U.S.S. Enterprise** to a world very similar to Earth, except that on this planet, the Roman Empire never fell. When the crew are captured, they have to fight for their lives in order to escape.

STAR TREK: The Original Series A-Z Episode Guide Part 1



'BY ANY OTHER NAME'

FILE 68 CARD 49

The **U.S.S. Enterprise** is hijacked by a group of intergalactic travelers known as the **Kelvans**. They take humanoid form, but have little experience of real human emotions and feelings.

'CATSPAW'

FILE 68 CARD 29



Investigating the disappearance of a landing party, **Captain Kirk** encounters **Sylvia** and **Korob**, two powerful beings who appear to control reality with magic.

FILE 68 CARD 36

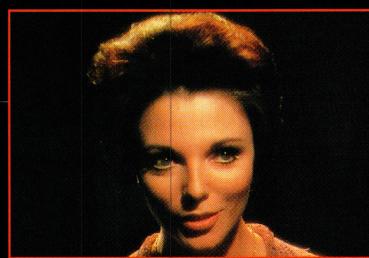


'THE CHANGELING'

Nomad, a probe launched from Earth in the 21st century, beams aboard the **U.S.S. Enterprise**. The probe mistakes **Captain Kirk** for its creator, **Jackson Roykirk**.

'CHARLIE X'

FILE 68 CARD 7



A teenager named **Charles Evans** is the sole survivor of a transport crash on the planet **Thasus** 14 years before. His astonishing mental powers threaten the **U.S.S. Enterprise**.

FILE 68 CARD 27



'THE CITY ON THE EDGE OF FOREVER'

Searching for a mentally unbalanced **Dr. McCoy** in Depression-era America, **Captain Kirk** falls in love with a beautiful social worker named **Edith Keeler**.

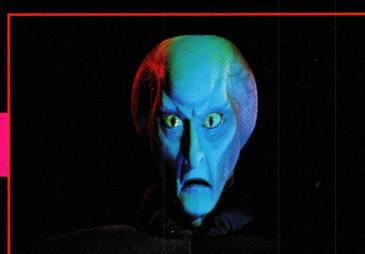
'THE CLOUD MINDERS'

FILE 68 CARD 73



On the planet **Ardana**, **Captain Kirk** helps a race known as the **Troglites** gain rights equal to those of their masters, the cloud-dwellers of **Stratos**.

FILE 68 CARD 12



'THE CONSCIENCE OF THE KING'

Captain Kirk begins to suspect that famous Shakespearean actor **Anton Karidian** is actually a mass murderer known as **Kodos the Executioner**.

'THE CORBOMITE MANEUVER'

FILE 68 CARD 2



When an alien named **Balok** promises to destroy the **U.S.S. Enterprise**, **Captain Kirk** bluffs his way out of danger by threatening to detonate a **corbomite** weapon.

FILE 68 CARD 14



'COURT MARTIAL'

At **Starbase 11**, **Captain Kirk** has to convince a **Federation** jury that he is not responsible for the death of an officer named **Ben Finney** during a severe ion storm.

'DAGGER OF THE MIND'

FILE 68 CARD 10

During a routine mission to the **Tantalus V** penal colony, a stowaway beams aboard the **U.S.S. Enterprise**. He leads **Captain Kirk** and **Mr. Spock** to a shocking discovery – **Dr. Adams**, the colony's current director, is using a **neural neutralizer** device to brainwash his prisoners.



'Message in a Bottle'

Seven of Nine proves her worth to the *U.S.S. Voyager NCC-74656* crew when she picks up a Starfleet signal, relayed from the Alpha Quadrant along an ancient communication network. The ex-Borg drone's discovery also throws the Doctor into a dangerous away mission.

Captain Janeway and Commander Chakotay are summoned to the Astrometrics lab by Seven of Nine. The Borg has been working on the *U.S.S. Voyager NCC-74656*'s sensors, and has detected a starship with a Starfleet signature. The transmission has been sent from the very edge of the Alpha Quadrant, along an abandoned network of ancient alien communications relays.

On the bridge, Janeway attempts to send a message to the vessel, but the signal degrades along the network and is bounced back. Lt. Torres suggests that they send a holographic subroutine, which will not degrade as quickly. The Doctor is asked to volunteer for the mission, even though there is a risk that his program could be lost permanently. He is, however, successfully transmitted to the starship in the Alpha Quadrant – and straight into trouble.

The *U.S.S. Prometheus NX-59650* has been boarded and taken over by Romulans, and most of the crew have been killed. The Doctor finds one of the crew still alive on the sickbay floor, and is informed of the dangerous situation.

Starfleet sends another vessel in pursuit of the *Prometheus*, but the Romulans initiate the new starship's multivector assault mode. This enables the ship to divide into three sections, which surround and disable the older, *Nebula*-class vessel.

Holographic clash

In the *Prometheus*'s sickbay, a Romulan officer brings in an injured crew member. The Doctor pretends to be this ship's **Emergency Medical Hologram**, and once the officer has left, he activates the *Prometheus*'s own holographic doctor. This is an updated version, the **EMH Mark II**.

The two doctors have a severe personality clash. The new hologram is at first terrified of the situation, and then insufferably condescending toward his predecessor. The older EMH points out that their first objective is to retake the ship, and sends the EMH Mark II along the **Jefferies tubes** to contaminate the ventilation system. He plans to go to the bridge to access the environmental controls.

On the bridge, *Voyager*'s doctor pretends he is scanning the Romulans for a virus, but

'MESSAGE IN A BOTTLE'

"The *PROMETHEUS* is a prototype ... top secret ... Only four people in all of Starfleet were trained to operate it. I hope your myriad adventures included piloting lessons, because there's nothing in my program that's going to help us fly this thing."

– EMH Mark II to the Doctor

ON SCREEN...



1 Seven of Nine summons Captain Janeway and Chakotay to Astrometrics, from where she has detected a vessel with a Starfleet signature in the Alpha Quadrant.



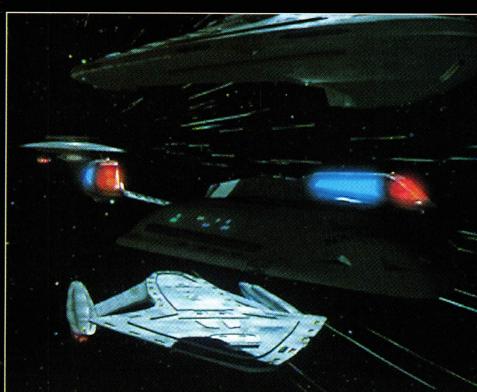
2 Janeway attempts to send a message to the Starfleet vessel, but her signal is deflected back. Torres suggests that a holographic signal might fare better.



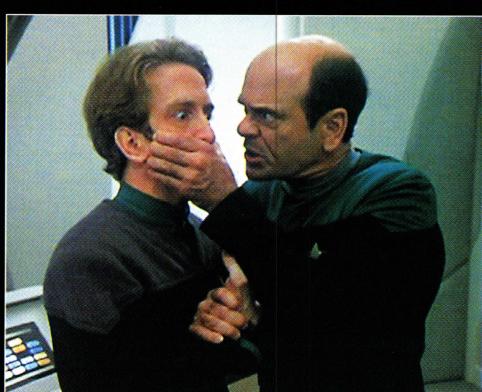
3 The Doctor confesses to Janeway that when he requested more away missions, a trip to another quadrant was not exactly what he had in mind.



4 The Doctor arrives in the sickbay of the Alpha Quadrant starship safely, but soon realizes he is in trouble when he comes across the bodies of Starfleet crew members.



5 On the bridge, the Romulans engage the PROMETHEUS's multivector assault mode, and disable the starship sent by the Federation to recover the prototype.



6 The Doctor activates the PROMETHEUS's EMH, but the new holographic doctor is indignant at finding an intruder in his sickbay, and alarmed by the Romulan situation.





'Message in a Bottle'

the commander becomes suspicious and checks his medical **tricorder**. When he sees no readings have been taken, the Doctor is held for questioning.

The Romulans threaten to download the Doctor's subroutines unless he tells them the truth – his story about coming from a starship in the **Delta Quadrant** is obviously a lie. However, an anaesthetic gas seeps through the ship's ventilation system and renders all of the Romulans unconscious. The EMH Mark II appears, feeling extremely smug that he has saved the day – until he realizes that the ship is still headed toward Romulan space.

The holographic cohorts go to the bridge, where the newer EMH points out that as the starship is a prototype, the only people who know how to operate it are either unconscious or dead. After an initial panic, *Voyager*'s doctor manages to bring the *Prometheus* to a halt before it enters Romulan space, but three **Romulan Warbirds** are heading toward them.

Meanwhile, back in the Delta Quadrant, an alien vessel is jamming *Voyager*'s link to the relay. A representative appears on screen and claims the network belongs to his race. When he fails to respond to Janeway's diplomacy, Seven creates a feedback surge which gives him a shock, much to Torres's approval.

Battling through

Lt. Paris is also missing the Doctor's presence; as the sickbay's unofficial nurse, he has a lot more work to do now that the Doctor is away. Paris is afraid that if the EMH doesn't return, he will be stuck in sickbay forever, and manages to persuade **Ensign Harry Kim** to design a new holographic doctor. The work involved is too intricate, however, and Kim's creation soon proves unworkable.

In the Alpha Quadrant, the holographic doctors finally begin to fathom the ship's controls, but the *Prometheus* is fired on from all sides. The *Warbirds* believe that the **Federation** crew have retaken control, and more Federation starships have arrived in the belief that the Romulans are still in control of the experimental vessel. Things look grim until the EMH Mark II accidentally activates the multivector assault mode; as the *Prometheus* separates, they order the ship's computer to attack the Romulan vessels. The *Warbirds* retreat back to their own space.

STARSHIP FACTS

The U.S.S. Prometheus is a prototype, designed to go faster than any other starship in Starfleet. Its holographic doctor is also a new model.

B'Elanna Torres complains about Seven of Nine's arrogant behavior to Chakotay, and later tells the ex-Borg drone that she is rude.

Later, in the Delta Quadrant, a waiting *Voyager* receives a holographic transmission from the Alpha Quadrant. Returning to his own sickbay, the Doctor is very excited to relay his adventures in the Alpha Quadrant. He also reports that he contacted Starfleet and let them know that *Voyager* survived,

and the crew is alive. The EMH has been given a message from Starfleet to take back to Janeway and her crew: *Voyager* is no longer alone in their quest to get home. Janeway reflects that, armed with this knowledge, 60000 light years no longer seems so great a distance.

ON SCREEN...



7 An alien vessel tries to disrupt the U.S.S. VOYAGER's link to the Alpha Quadrant. The alien commander says the relays are the property of his people.



8 The EMH Mark II rescues the Doctor from having his program downloaded. The Romulans are rendered unconscious, leaving the doctors in charge of the ship.



9 The Doctor stops the PROMETHEUS with a trick he learned from Lt. Paris; he generates a slight overload to the nacelle coils, and collapses the warp field.



10 The EMH Mark II is alarmed when bleeping noises sound on the bridge. He inadvertently engages the multivector assault mode, defeating the Romulans.



11 Starfleet security officers beam onto the PROMETHEUS as the two holographic doctors congratulate themselves on their victory.



12 Once back in the Delta Quadrant, the Doctor reports the success of his away mission to Janeway. Starfleet's message of hope makes her feel a little closer to home.

continued

isograted circuit

A single component containing a massive number of electronic circuits. This **Henry Starling** 'invention,' stolen from a 29th-century **Federation Timeship**, started the personal computer explosion on Earth. (*Starship Log: 'Future's End', Parts I and II* [VOY]) **SEE FILES 31, 44, 71**



Kovin is an enterprising and talented man. He developed and sold many advanced weapons, including the powerful isokinetic cannon.

isokinetic cannon

A powerful weapon created and vended by **Kovin**, a **Delta Quadrant** merchant. It has the power to destroy a target made of 10 meter-thick **monotanium**, and is protected by a **chromo-electric** forcefield. (*Starship Log: 'Retrospect'* [VOY]) **SEE FILES 58, 60, 71**

isokinetic circuits

The internal machinery for the **isokinetic cannon**. Starship installation requires several **isolinear buffer circuits**, and reconfiguration of the tactical control system using a specialized program with subroutines arranged in a cascading sequence. (*Starship Log: 'Retrospect'* [VOY]) **SEE FILES 58, 60, 71**

isolation protocol

This is the prescribed manner in which a starship and crew respond to a hull penetration, to prevent loss of life and oxygen. Primarily, they must seal off the areas around the breach. (*Starship Log: 'Disaster'* [TNG]) **SEE FILES 19, 25, 69**

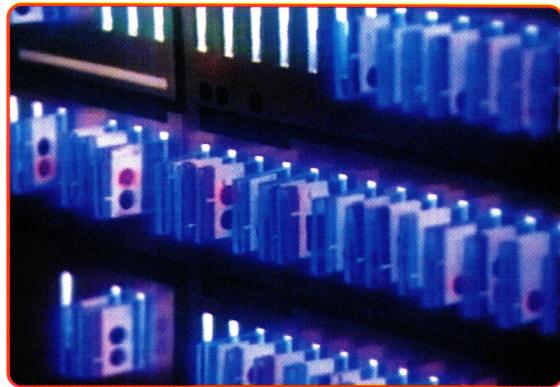
isolinear bank

A component in the engineering section of starships, including the **Intrepid** class. When **Chief Engineer B'Elanna Torres** had to get the warp drive back online, her first order was to get the isolinear bank up and running. (*Starship Log: 'Parallax'* [VOY]) **SEE FILES 29, 71**

isolinear circuits

Most **Federation** starship computer systems employ isolinear circuits – collections of **isolinear optical chips**. Some ships, like the **U.S.S. Voyager**, have replaced isolinear circuits with **bio-neural gel packs**. (*Starship Log: 'Learning Curve'* [VOY]) **SEE FILES 29, 71**

Bio-neural gel packs have begun to replace isolinear circuitry.



The smooth running of a Starfleet vessel is dependent on thousands of separate isolinear chips that must be aligned correctly.

isolinear coprocessor

This computer component, composed of isolinear circuits, shoulders processing burdens by performing certain types of calculations. A coprocessor was used to impair the weapon detection system on **Deep Space Nine**. (*Starship Log: 'In the Hands of the Prophets'* [DS9]) **SEE FILES 27, 59, 70**

isolinear data subprocessors

Computer part that performs simple functions, and then reports back to the main computer core. **Garak**'s ability with subprocessors enabled him to repair a computer in a **Bajoran** orphan resettlement complex. (*Starship Log: 'Cardassians'* [DS9]) **SEE FILES 10, 50, 59, 70**

isolinear interface

Something like a **PADD**, but less user-friendly. In 2372, a man accused of attacking **First Minister Shakaar** was caught with an isolinear interface that let him access **Deep Space Nine** systems. (*Starship Log: 'Crossfire'* [DS9]) **SEE FILES 66, 70**

isolinear optical chip

By 2349, this was the primary processing and data depository component in most **Federation** computer systems. Computer cores consist of thousands of tiny isolinear optical chips that process information at faster-than-light rates. (*Starship Log: 'The Naked Now'* [TNG]) **SEE FILES 50, 69**

isolinear rod

The **Cardassian** version of an **isolinear optical chip**, frequently seen on **Deep Space Nine**. **Quark**'s illegal collection of rods can bypass station security systems. Generally, isolinear rods are orange. (*Starship Log: 'Doctor Bashir, I Presume?'* [DS9]) **SEE FILES 50, 70, 71**

isomagnetic conduit

A thick cable that was exposed by **Torres** during repairs to the isomorphic projection system on a **Srivani Vessel** in the **Delta Quadrant**. An **isomorph** touching the cable would destabilize his matrix. (*Starship Log: 'Revulsion'* [VOY]) **SEE FILES 40, 56, 59, 71**

isomiotic hypo

In 2370, the **Maquis** became concerned that **Cardassians** were stockpiling biogenic weapon technology. Isomiotic hypos are one of the components needed to fabricate these terrible weapons. (*Starship Log: 'Preemptive Strike'* [TNG]) **SEE FILES 13, 18, 60, 69**

isograted circuit
isokinetic cannon
isokinetic circuits
isolation protocol
isolinear bank
isolinear circuits
isolinear coprocessor
isolinear data subprocessors
isolinear interface
isolinear optical chip
isolinear rod
isomagnetic conduit
isomiotic hypo
isomorph
isomorphic projection
isonucleic residue
isoton
isotropic restraint
I.S.S.
Italy
Itamish III
Iverson's disease
Ivor Prime
Ixtana'Rax, Second
Iyaaran homeworld
Iyaaran Shuttle
Iyaarans



Cardassian-designed isolinear rods still run most of the systems on the space station DEEP SPACE NINE.



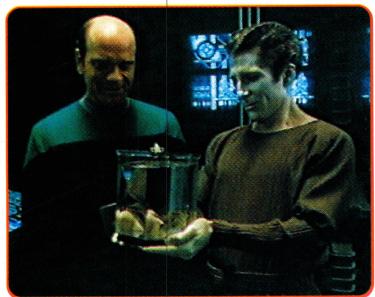
The psychotic HD-25 isomorphic projection was stopped by B'Elanna Torres when she exposed it to an isomagnetic conduit.





isomorph

Shorthand name for an **isomorphic projection** – a hologram. (Starship Log: 'Revulsion' [VOY]) **SEE FILES 56, 59, 71**



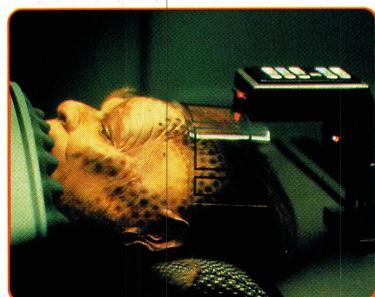
► **HD-25, an isomorphic projection aboard a SRIVANI VESSEL, created an isomorphic fish using the same technology. He claimed that it helped to abate his loneliness.**

isonucleic residue

A contaminant found in **warp plasma**, usually in very low levels. When isonucleic residue measures 20 parts per million, the plasma is regarded as being tainted. (Starship Log: 'Fair Trade' [VOY]) **SEE FILE 71**

isoton

A measurement of explosive power greater than megatons. When **Sisko** and his crew captured a **Jem'Hadar** ship, they had to withstand ten isotons of firepower from a **Vorta** and her Jem'Hadar team, who were desperate to recapture the ship. (Starship Log: 'The Ship' [DS9]) **SEE FILE 70**



► **The tiniest movement would have caused Neelix's death when he was breathing with holographic lungs, so he was kept immobile using an isotropic restraint.**

I.S.S.

Registry prefix on **mirror universe** starships, such as the Terran Empire's **I.S.S. Enterprise**. (Starship Log: 'Mirror, Mirror' [TOS]) **SEE FILES 18, 41, 68**



► **The IMPERIAL STARSHIP ENTERPRISE of the Terran Empire was a much less benevolent ship than its primary universe counterpart, and was crewed by sadists.**

isomorphic projection

A **Delta Quadrant** hologram. **Torres** and the **EMH** met an unbalanced isomorphic projection on an ailing ship. The isomorph, disgusted by the habits of his organic crew, had murdered them. (Starship Log: 'Revulsion' [VOY]) **SEE FILES 56, 59, 71**



Italy

Country on Earth, and home to Leonardo da Vinci. The da Vinci hologram on the **U.S.S. Voyager NCC-74656** believed the wonders of a new planet he visited made Italy pale by comparison. (Starship Log: 'Concerning Flight' [VOY]) **SEE FILES 56, 71**

Itamish III

A beautiful **Class-M** planet, the vacation and camping facilities of which have been enjoyed by the **Sisko** family. **Jake** learned to water ski there, through the efforts of his mother. (Starship Log: 'The Jem'Hadar' [DS9]) **SEE FILES 43, 44, 70**

Iverson's disease

An incurable degenerative disease. The patient remains sharp-witted, but muscle failure leads to death. **Admiral Mark Jameson** contracted Iverson's disease, but appeared to rally before succumbing to an experimental drug. (Starship Log: 'Too Short a Season' [TNG]) **SEE FILES 43, 65, 69**

► **Illegal youth treatments appeared to cure Admiral Mark Jameson of degenerative Iverson's disease, but he ended up dying from an overdose.**

Ivor Prime

A **Federation** colony situated on this planet was eradicated in 2373 – proof of a new **Borg** offensive aimed at Earth. (Starship Log: *Star Trek: First Contact*) **SEE FILES 15, 79**

Ixtana'Rax, Second

A wise, experienced **Gamma Quadrant** **Jem'Hadar** elder who served under an overly-confident new **Alpha Quadrant** **Jem'Hadar**, **First Kudak'Etan**. They captured the **U.S.S. Defiant NX-74205**, but Ixtana'Rax's wisdom was ignored, and their victory was forfeited. (Starship Log: 'One Little Ship' [DS9]) **SEE FILES 16, 70**

Iyaaran homeworld

Class-M planet. The humanoid **Iyaarans** procreate via **postcellular compounding**, and are born as adults. Their eating habits are strictly utilitarian and non-ritual. (Starship Log: 'Liaisons' [TNG]) **SEE FILES 18, 40, 69**

Iyaaran Shuttle

Captain **Jean-Luc Picard** boarded an **Iyaaran Shuttle** in 2370, as an ambassador to the **Iyaaran** homeworld. The shuttle crashlanded on an isolated planet; Picard later discovered this was part of the Iyaaran scheme to study humans. (Starship Log: 'Liaisons' [TNG]) **SEE FILES 40, 69**



► **The crash of the IYAARAN SHUTTLE was no accident.**

Iyaarans

Beings who do not share an ethical, sensual, or emotional orientation with **Federation** humanoids. Three Iyaaran ambassadors visited the **U.S.S. Enterprise NCC-1701-D** in 2370 to begin to comprehend these notions. (Starship Log: 'Liaisons' [TNG]) **SEE FILES 18, 40, 69**



► **The Iyaarans were curious about other life forms, including the crew of the U.S.S. ENTERPRISE.**